

# GAME BOY EXCITEMENT

# GB ACTION

OCTOBER 94 ISSUE 30 £1.50

**ALADDIN,  
DONKEY KONG 94,  
BLUES BROTHERS 2**



**WIN  
MANGA  
GOODIES**

**PREVIEWS:  
LEMMINGS 2,  
BOMBERMAN 2,  
JELLY BOY,  
POWER RANGERS**

# MORTAL KOMBAT II

**PLUS: PART 4 OF OUR WARIO GUIDE, MANGA  
AND FUTURE ZONE. ALSO ALL THE LATEST  
NEWS FROM THE GAME BOY WORLD**





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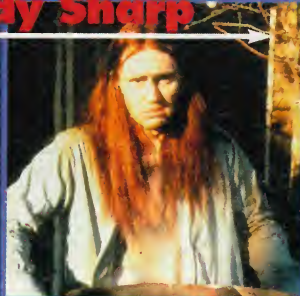




## WHEN I GROW UP I WANT TO BE...

The GB kids didn't always want to write for a top computer games mag you know. Good job really, save disappointment

### Andy Sharp



#### The big boss!

Like many of his era, our esteemed Editor's favoured career was that of astronaut, seeking out new lifeforms and boldly going where no one has gone before. To be fair he's gone some way to achieving this end. Nobody dare go near his desk for fear of attack by whatever creatures lurk under the rubble. There's got to be a new lifeform in there. Add to this his status as Space Cadet and his dream has almost come true.

### Rob Smith



#### Pace bowler supreme!

When Rob was merely a nappy-rashed toddler, his burning ambition was to hit boundaries every Sunday. He wanted to follow in Geoff Boycott's footsteps. He has too! Apparently, he was at Lords cricket ground and he saw good old Geoff going to the bar for a pint, Rob followed him and claimed he stepped in every puddle Geoff did! We were all dead jealous!

### Roger Bell

#### Stand-in art geezer

Strange as it may seem, Roger has always wanted to be a piece of clothing! When we asked him to expand a little on this. He just muttered about Cindy Crawford's bikini and Pamela Andersson's stockings!



### Swim Eagers

#### Did a little, but not a lot!

Old Jim Eagers has never really had any ambitions! Jim has always said 'You are brought into the world, you earn a living, keep your head down, and with any luck you'll die with some decency!' Jim never talks to anyone. He says you can't start any arguments that way! Poor old Jim!



### Young Biff

#### The top goalscorer!

Young Biff wanted to make it in the football world and we think he'll do it. He has tremendous skill and he can find the net from anywhere on the pitch! He's quick, agile and most of all extremely determined! Young Biff's prospects are so much better than ours, we all wish we were just like him! He's great our Biff! (What do you think you're doing? Aren't I supposed to be doing this page? - Rob)



### Dave Longworth

#### Registration markster!

As Dave prepares to move on to bigger and better things he confessed a desire to be a dustman in his youth. Again, he's managed to achieve this end in a round about kind of way - he has to wade through all the rubbish to pick out choice morsels of info for the mag. Tenuous perhaps, but hey, that's life.





# GB ACTION

## PURE COLOUR GAM

More and more games are coming in for review and preview in the run up to Xmas. Most are looking pretty damn fine. If you want to know where to spend your cash, here's where to look



It's here at last, the answer to a million GB owners' dreams: Mortal Kombat II is given the full review treatment. Check it out on page 8.

### 06/NEWS

More Game Boy related news than you can possibly shake a stick at. Ocean enter the pre-Christmas fray with a brace of helicopter shoot 'em ups, Konami prepare two releases and, not to be outdone, Marubeni indulge in some cartoon style Christmas capers. It's just too much

### 08/REVIEWS

This is where the reviews to be believed begin. Mortal Kombat II is the star attraction, the sequel that most Game Boy fans have been waiting for. Then there's Donkey Kong '94, Aladdin and Titus' Blues Brothers: Jukebox Adventures. Ignore the rest, believe the best.

### 24/PREVIEWS

We've got four top previews for your delight and delectation. Lemmings 2 is set to bring yet more suicidal rodent mayhem, Bomberman 2 gets ready to top the heady heights reached by the original and the Power Rangers bring that latex feel along. There's Jelly Boy too.

### 33/TIPS, GUIDES

Andy's epic guide reaches its fourth instalment, and there's still plenty more to go. From the letters we keep getting in Wario's excursion is causing all manner of problems. But fear not, for Andy is here, and he'll solve all those problems in his definitive guide. Right on.

### 56/LIBRARY

Now it's even bigger. Yep, the ultimate guide to Game Boy games now covers a whopping six pages. You asked for more games to be featured in the guide, and you've got it. More games, more coverage of the Game Boy scene than any other mag would dream of offering.

#### Those GB Action kids

Editor: Andy Sharp, Art Editor: Roger Bell, Production Editor: Dave Longworth, Senior Staff Writer: Rob Smith, Staff Writer: Young Biff, Cover: Alex Jeffries, Contributor: Jim Eagers, Ad Manager: Simon Lees, Ad Sales: Jane Normington, Ad Production: Barbara Newall, Marketing Manager: Lucy Oliver, Production Manager: Sandra Childs, Circulation: David Wren, Commercial Director: Denise Wright, Managing Director: Ian Bloomfield, Chairman: Derek Meakin, Systems Manager: Dave Stewart.  
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"And now, the end is near... I did it my way!! Bye-bye" - Dave

Don't you just love it?  
It's so cuddly, cute  
and sweet, you've  
just got to love it. Ah,  
good ole GB Action!

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# THE BOY EXCITEMENT

## 20/FUTURE ZONE



What a deal we've got lined up for you, you lucky people. We've teamed up with top games store Future Zone to bring a great offer available to every GB Action reader. Check it out on page 20.

**Readers Offer**  
Exclusive coupon for any Future Zone store

## 48/MANGA

More Manga coverage for the fans. This month Andy casts his expert eye over Part five of the excellent Guyver series. Also featured is part one of Tokyo Babylon. Plus we offer you the chance to win both of these top vids. Cool!



## 16,49,51/COMPO'S

Up for grabs this month Virgin have kindly supplied more copies of the fine Aladdin game, plus copies of the vid. There're also Manga vids to be won and a Super Game Boy in the extra special Future Zone feature. We are good to you aren't we!

**WIN!**

A Super Game Boy and Aladdin stuff

Things are hotting up. The games seem to keep getting better. Check them out here



**8) MORTAL KOMBAT II**  
Acclaim's eagerly awaited sequel hits out



**12) DONKEY KONG '94**  
The big ape is back, but Mario's on the trail



**14) ALADDIN**  
Arabian adventures abound in this fairy tale



**18) BLUES BROTHERS**  
Jake and Elwood take to the small screen



**24) LEMMINGS 2**  
The rodents return in their Tribes. Cool



**26) BOMBERMAN 2**  
The one we've all been waiting for



**28) POWER RANGERS**  
The smash hit martial arts kids arrive in mono



**30) JELLY BOY**  
Platform style with a neat story. Believe it





# NEWS

## FROM THE GAME BOY WORLD

For the most informative news on the wonderful world of the Nintendo Game Boy, look no further than these two pages!

### BEACH PARTY

**E**ver dropped your Game Boy in the bath while you were sneaking a quick game of Tetris? Ever decided not to take your Game Boy to the beach for fear of it getting caked in sand and then soaked after the tide decided to come in too fast?

Well, fear not, 'cos now there's a solution. Yes indeedy, Stickleback Designs have developed a totally waterproof (tested to a depth of ten metres) blue PVC carry case for your Game Boy.

You can leave this little device on and still play your Game

Boy, safe in the knowledge that it won't come to any harm. Is that a smart idea or what?

For all the information you need, write to:

Stickleback Designs, PO Box 80, Egham, Surrey, TW20 0TU.

**The very latest poolside accessory, a waterproof case for your Game Boy**



### PROBOTECTING

**A**s mentioned in last month's news, Konami are set to release Probotector 2 and Tiny Toons Adventures Wacky Sports.

Both games are slated for October or November releases and we'll have the in-depth previews next month for you to drool all over. Check it out.



### OCEAN STRIKE

**O**cean are rather busy on the Game Boy front at the moment and spearheading this assault in October is a conversion of Desert Strike.

A smash hit on other formats, this helicopter shoot 'em-up offers an angled perspective on proceedings over some seriously hostile terrain and features a num-

ber of different missions which increase in difficulty until you attain the standing of ace chopper pilot.

Then in November comes Jungle Strike - Desert Strike in a jungle environment. This should offer plenty of variety with different bad guys and more missions to get you to the top of your profession.

### PINBALL WIZKIDS (ER, PART 2)

Spidersoft, developers of the hit game Pinball Dreams, are adding the finishing touches to the follow-up, Pinball Fantasies. All four tables from the other formats - Party Land, Stones and Bones, Million Dollar Game Show and the one with the cars whose name has momentarily escaped us - will be packed onto the one cart. Nifty animation sequences on the selection screens will add to the visual impact of these cracking pinball tables.

No specific release date has been set as yet, but with Christmas approaching, hopefully Pinball Wizards will appear soon.

### WANTED: COMPUTER BARDS

If you're into poetry you'd better get your skates on, because you could have a chance of getting work published in a new book.

Arrival Press are putting together a book of poetry from both new and established poets about any aspect of computers, and we guess that includes consoles like the Game Boy as well. Editor, Trudi Ramm, is on the

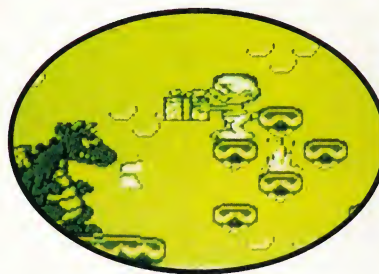


# LES SCHTROUMPFS\*

**G**B Action devotees may remember a preview of The Smurfs eons ago. Well, Infogrammes have finally got the game finished and polished with extra levels

and all manner of little-blue-men goings on.

It's going to feature a hero by the name of Hefty Smurf who's on a mission to save three fellow Smurfs - Brainy, Jokey and Smurfette (yep, a Smurf babe) - from the clutches of the evil sorcerer, Gargamel. This quest will involve travelling up the River Smurf, to the Smurf volcano and through a sarsaparilla field! Bonus



Some super Smurf action coming your way soon in the latest instalment of the fabulous retro revival. Or what?



games, secret rooms and special modes of transport such as a sledge, wagon and stork play a big role in the fun and frolics.

We'll have the full and

exclusive review of the cartoon capers in next month's review-packed issue.

And you never know there may well be a brand spanking new record on the

way to the pop charts. Now that's something that just shouldn't be missed.

**\*Les Schtroumpfs - that's French for Smurfs that is you know.**

## TAZ 'N' DAFFY

**T**azmania is regarded as one of the better and speedier platform games to appear on the portable palm pleaser. Starring everyone's favourite little devil it provides some top action, especially if you can get past the tank boss!

Well, Taz is about to make another appearance in more madcap frolics, spinning his way through some Christmas Island Capers. Armed once more with that manic spin, Taz will be whirling onto a Game Boy near you very soon. Should be damn fine too. Check out the preview next month.

Also from Marubeni

(they're the people behind Taz) comes Daffy Duck: Marvin Missions. Another round of cartoon capers should keep everyone thoroughly entertained as the SNES version did, scoring 90% in our sister publication, Super Action.

The duck with attitude will be shrunk to handheld size but will still pack the same amount of thrills and spills. Check out more details in the preview, coming your way next month.

Marubeni's up and coming cartoon capers feature Taz and that goofy favourite Daffy Duck



look out for computer-related poetry which can offer an element of rhyme, be serious or humorous and appeal to a wide audience.

So, if you feel like turning your hand to one of the finer arts, send two poems, each no longer than 30 lines, to: Arrival Press, Computer Bards, 1-2 Wainman Road, Woodston, Peterborough, PE2 7BU, Tel: 0733 230762.

The closing date for submissions is August 31, 1994. Remember to include a SAE with your poem if you would like your work returned.

We know that with the writing talent out there they are bound to use at least one poem from a GB reader, so get scribbling and do us proud!

## UK CHART

This is the chart to be believed. Elspa have the most accurate chart-rendering facilities known to man

- 1) WARIO LAND Nintendo
- 2) KIRBY'S PINBALL LAND Nintendo
- 3) ZELDA Nintendo
- 4) WORLD CUP USA '94 US Gold
- 5) SUPER MARIO LAND 2 Nintendo
- 6) COOL SPOT Virgin
- 7) BART VS THE BEANSTALK Virgin
- 8) KIRBY'S DREAMLAND Konami
- 9) LEMMINGS Ocean
- 10) S. SOCCER Renegade/ Sony

There's no change at the top of the chart this month with Wario, Kirby and Zelda still holding the top three positions. A new entry comes in the shape of World Cup USA '94. Who said you'd had enough football? Not us.



# MORTAL

**Almost exactly a year since Mortal Kombat first hit the streets, its meaner and tougher big brother strides boldly forwards to steal the show**



**L**ook out! The fists are flying once again in the most unashamedly violent game this year. No cute characters, no redeeming qualities exist in any of the fighters. It's plain and simple fist fighting with a little spit and polish and more than a little hype.

Undoubtedly this is going to be as big a hit as its little brother was a year ago. No matter what me or anybody else says, you'll either love or hate the whole concept of

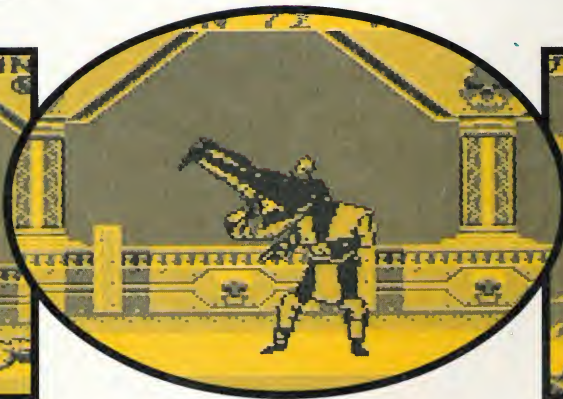
Mortal Kombat.

The original Mortal Kombat consisted of the Shaolin Tournament to attract the Earth's mightiest warriors and ended in a royal fist fight. Mortal Kombat II begins in the Outworld which in turn is ruled by the fierce warlord Shao Kahn.

Five hundred years ago Shao Kahn banished a demon sorcerer to the planet Earth as a punishment for crimes against their deities. Shang Tsung became responsible for weakening the gates between the



Above: Self explanatory shot really. Failed again. Back to the drawing board

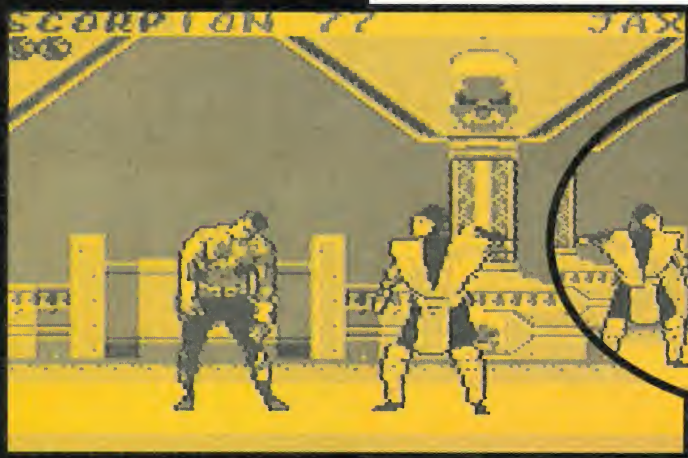


Above: A full body lunge from a punch isn't recommended

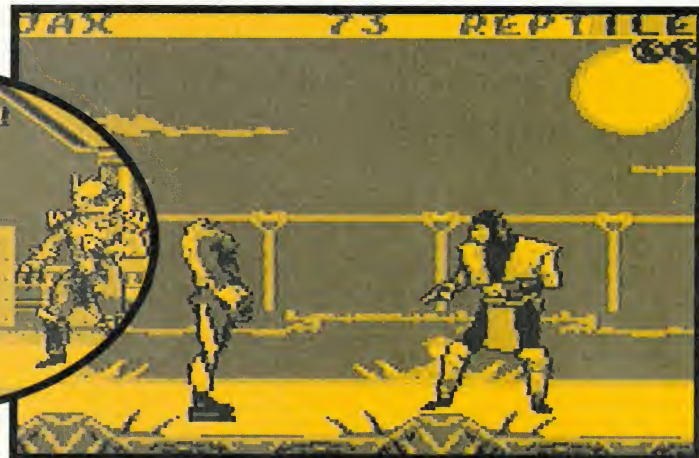


Above: Kitana, Mileena's twin sister prepares for round two





Above: A groggy geezer is about to be pummelled to oblivion



Above: Disaster! Reptile appears to have torn Jax's head from his shoulders. No more fighting today

# KOMBAT II

Right: The final fighter is there for the taking. Kahn certainly tests even the strongest warriors in the tournament!



worlds. This would allow Shao Kahn and his buddies to walk the Earth causing untold suffering to the Earth's inhabitants. Only then would Shang Tsung be cleared of his offence.

Now things have moved back to the Outworld as Shang Tsung returns to convince Kahn to grant him a second chance.

But his return there wasn't as cut and dried as it seemed because Shang Tsung brought a bunch of his buddies across to take part in a contest hosted by Shao Kahn himself. Spooky or what?

This is where Mortal Kombat II kicks into gear. The main difference between MKII and the original is in the number of fighters. There are four extra thugs to choose from. Jax is in this contest for one reason only, to help Sonya escape from the Outworld where she is held captive.

Kitana is a female fighter, as beautiful as she is strong. Her intentions are known only to her although Mileena her twin sister suspects she's up to something after noticing her talking to an Earth realm warrior. Her role is as a

personal assassin for Shao Kahn.

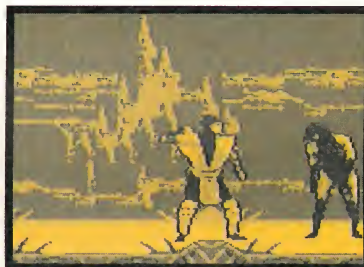
Mileena herself is also an assassin for Kahn but her intentions are to put a permanent stop to Kitana at any cost.

The final addition to this motley crew of eight fighters is Reptile, Shang Tsung's personal bodyguard who will stop at nothing to protect his master.

Obviously the outcome of the



Above: Mileena shows exactly how much damage she's capable of



Above: Mileena is worse for wear as Scorpion moves in for the kill

contest is the responsibility of one person only. And that's you. Are you strong enough to take the challenge? Sounds like a Pepsi commercial that last sentence. Sorry!

While the original had each individual character with their own

special moves to finish off opponents, this time around there's so much more.

Each character, as well as their finishing moves has friendship moves and babality moves with some hilarious results.

Shang Tsung himself is a wily character with more clout than a Eubank strike. Not only is he one tough character but he's more than capable of transforming himself into any of the other fighters and instantly acquiring their special moves.

Unlike the original, the fighters move fluidly and quickly even if it doesn't look like you're actually hitting your opponent at times. Most importantly, for those of you into



Above: Self protection for single females has certainly come a long way as demonstrated by this action shot! Scorpion is clearly bowled over



# GB PANEL



## OFFICIAL RELEASE

PUBLISHER Acclaim

GENRE Beat 'em-up

RELEASE DATE September

PRICE £24.99

As far as mindless violence without reason goes, *Mortal Kombat II* certainly takes, without wishing to make sad puns, some beating!

Sure the easy level is way too easy but even the toughest of players will find it hard to knock the challenge on hard level.

Graphically, tons more clout has gone into making the fighters move more freely. Even the backgrounds have changed for the better.

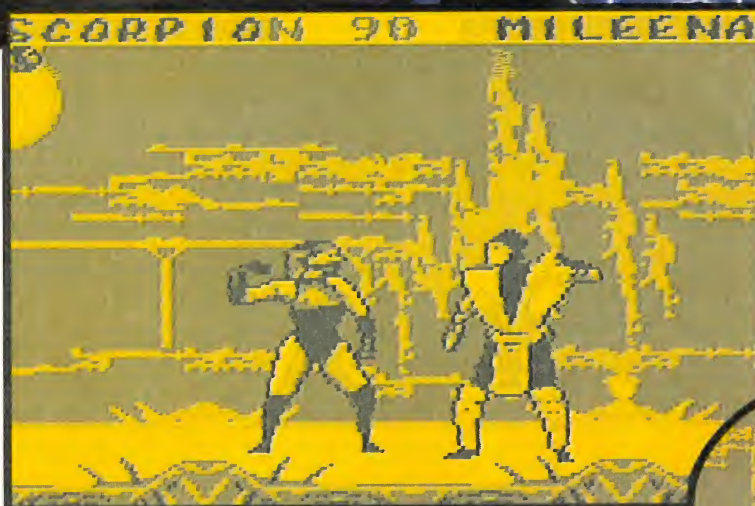
I'm not usually one for enjoying beat 'em-ups. Not even the original *MK* changed this. Maybe my eyes have begun to get cloudy but there are very few down points to this

Konverted? Indeed. All you non-believers will be too.



## OVERALL

# 88%



Above: The faint hearted amongst you should tread carefully in *MK II*

the ultra violence and gore scheme of things you're in for a field day. There's some severing of heads, more punching, kicking and more downright dirty fighting!

Another plus factor is the chance to select your own skill level from the three available. You can probably guess the three levels.

Easy level is basically a waste of time. All you have to do is use one punch on the first few opponents to defeat them. I reached Shao Kahn on my first full game. A challenge it ain't!

Luckily the hard level makes up for this and you'll spend many an hour sweating and slugging it out against some of the toughest people you're ever likely to encounter. Anybody complaining about the difficulty level being too easy is a liar. The competition has certainly toughened up to mass extremes.

Even the special moves are simpler to execute making for a most enjoyable and fully rounded game.

Unfortunately not as many characters appear on the Game Boy

version as they do on the SNES; Raiden, Kung Lao, Kintaro, Johnny Cage and Baraka all earn themselves a rest here as they quite simply wouldn't fit into this four-meg cart.

The general idea is the same. Defeat your opponent in a best of three tournament and progress up to the ultimate fight

against the mega butch Shao Kahn.

As well as this there is a mystery opponent to fight who will eventually show himself. Is there anything else you could ask

for? Backgrounds? Yep! They've changed too although to be perfectly honest, it's not like you'll be paying much attention to them anyway in the heat of battle.

If violent beat 'em ups aren't your cup of tea then you probably shouldn't still be reading this because that's exactly what this is. For all the hype and even including a storyline for this game there's no disguising the fact that this is no more than ultra violence at its least threatening



Above: The spikes on the ceiling are the final resting place for Reptile II



level – on a small screen. Let's hope the violence debate doesn't rear its ugly head as the violence here is so far fetched it's straight out of a comic book!

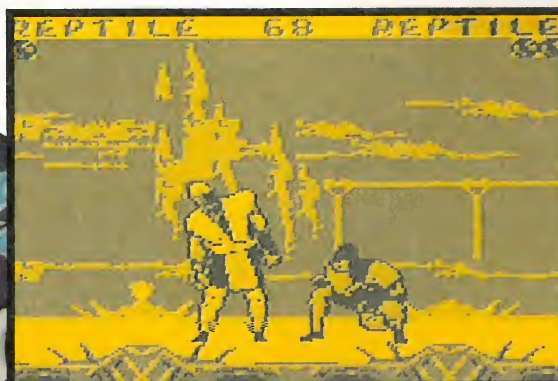
*Mortal Kombat II* kicks its original out of the competition.

Six continues and a huge improvement all round means even the non-believers, me included, can eat our words and enjoy this much sought-after sequel.

Remember folks; it's only a game!



Above: A full uppercut is about to be unleashed by a terrified Kahn



Above: The two Reptiles fight for their lives in the ultimate tournament

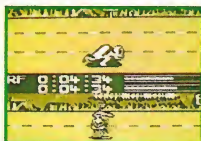




# GOOIE GOOIE HOLDS ONTO THE TITLE OF BIG BOUNCE CHAMPION!



As our team coach said to me just before I entered the 100 Qbits Sprint - "It's easy... just run as fast as you can. If you don't



win the race you just lose your life." That's the whole shooting match with the Alien Olympics... you're racing to be a hero, or to die in front of your devoted fans. And now I'm just not so



sure... should I have entered for the Lunge, Leap & Splat?... Or maybe my greatest five seconds were pencilled in for the Jetpack Tag. It's

too late now... oh, look there's my mate, Frimpston... I'm not so sure he's competition fit for the Flob Flob."



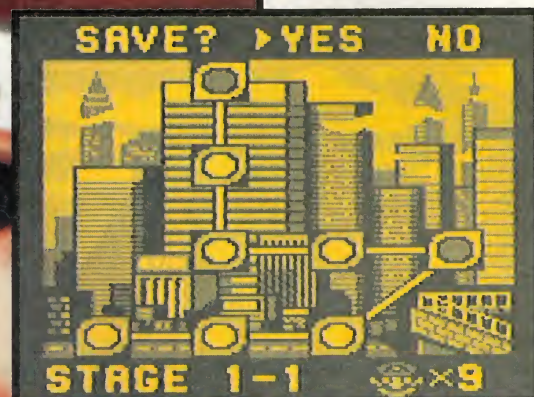
## GAME BOY



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Below: The big city where the quest begins. Get ready for nine levels of puzzling action



# DONKEY KONG

**Remember the old arcade game? Mario's first excursion towards video game stardom became a classic. Now it's coming to the Game Boy. Oh yes!**

**T**he year was 1981. Donkey Kong was an arcade smash and Mario, the Brooklyn plumber, took his first tentative steps in the world of the video game. Happy days.

Now it's 1994 and Donkey Kong is making a comeback, bigger and better than ever. And it's Super Game Boy compatible too, so that's good news if you own a SNES and Super Game Boy. If you don't, well, er, it's still a top Game Boy game.

The original arcade game appeared as part of the second generation of video games. The first had seen the arrival of mutant aliens in Space Invaders, Defender and Galaxians. There was Asteroids too, of course, that was in space but

with fewer aliens. Anyway, this next generation saw video games adopt a more earthly feel.

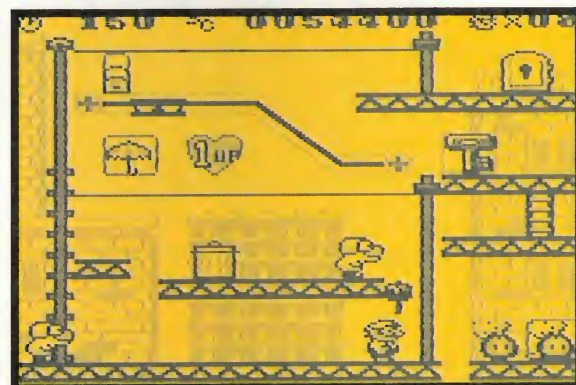
During this time games like Frogger and Pac Man appeared alongside Donkey Kong. They concerned slightly more familiar themes such as a frog crossing a road, and a blob gobbling dots, well, perhaps not familiar but certainly not involving anything extra-terrestrial. Some thought that they wouldn't have the endearing appeal and popularity already enjoyed by the classic Space Invaders. Wrong weren't 'they'?

So now Donkey Kong is brought up to date in the '94 version. The

plot's the same, the style's the same and, fortunately so is the addictiveness and simple game play. It's time to go a-rescuing.

Y'see there's this big ape going by the name of Donkey Kong. What makes him interesting for our purposes is that he's kidnapped a young lady called Pauline. This Pauline, being a tasty sort, or having a sparkling personality, or even both, has got a bit of an action man type boyfriend. His name is Mario and he's a plumber from Brooklyn. Sound familiar?

It should because he is the Mario of now worldwide fame. Not surprisingly he's a tad miffed at this

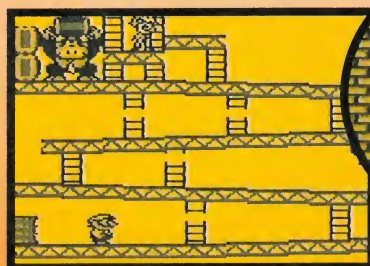


Above: Mario's on the loose in the city, the rescue mission is on

occurrence and sets about retrieving his loved one from the gorilla's arms.

The chase begins in style familiar to any who threw 10p after 10p into the classic arcade game. For those not old enough to remember (you make me feel old), it involves running along a few rows of girders, avoiding the barrels which Kong rolls down in a vain effort to stop you reaching the girl. I say vain because the good guy always wins and gets the girl, right? Well, not necessarily cos this is video game land where baddies have this unnerving habit of winning.

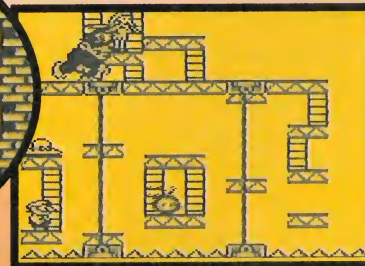
So, after leaping over the barrels or clubbing them with a mallet Mario reaches the top and rescues the wailing Pauline, right? Well, not quite. Just as our hero reaches out a



Above: The famous barrel rolling scenes reproduced perfectly



Above: Kong climbs the tower before escaping to the Big City



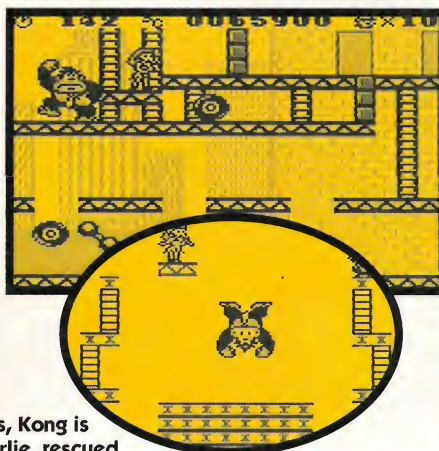
Above: Kong snatches Pauline again. What is it about her?





Above: Mario pauses for a breather before chasing after the overgrown gorilla tenaciously

Below: At the end of the stage Mario has to lob a few barrels at Kong to get to the girlie



Right: Mazza falls, Kong is beaten and the girlie rescued

# DONKONG '94

hand, the gorilla sweeps her up in his giant paw and legs it further up the girders. Of course, Mario continues the chase ad infinitum. Almost.

The first stage takes in the traditional girder scenes, before the monkey snatches Pauline once more, this time taking her to the Big City. Here there are new obstacles to overcome and handy implements to help. These include telegraph posts, cables and bins. All can prove handy in getting Mario to the key but some are red herrings.

A time limit imposed in each stage also serves as a bonus score come the end of the level. The points are added up and then a life is awarded for each 100. All this doling out of extra lives means that fairly quickly you can have 20 or more ready in the wings. This may sound like a lot, and it is, but you sure will need them.

This trek is long and arduous, requiring Mario to call on all his reserves of guile and cunning to reach the end.

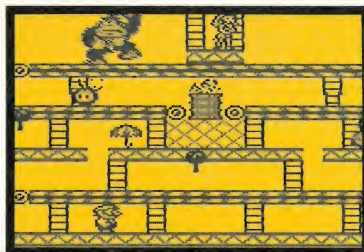
Graphics are of a typically Mario style. The main sprite is fairly small but quite well detailed, moves smoothly and can execute a few nifty little somersaults into the bargain. These include a super backflip and a hand walking exercise, the exact use of which escapes me!

Tunes consist of a few natty little ditties, the wailing of Pauline and the other usual FX. All very nicely presented.

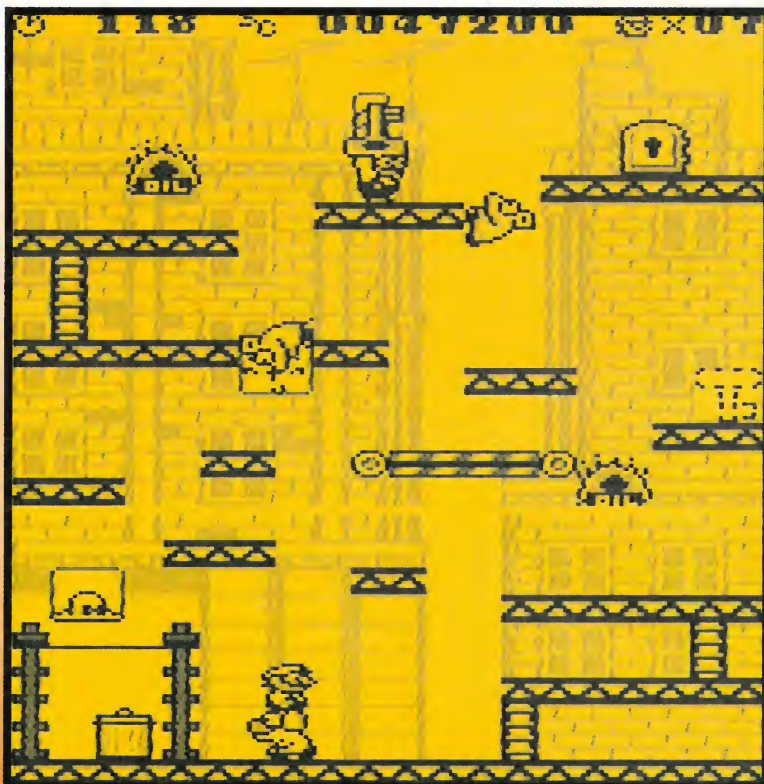
It all adds up to an entertaining package of puzzle solving, leaping and timing within the framework of

the traditional game. Jolly good fun it is too, I can tell you. The thing with these older game styles is that they are so simple to get into and become annoyingly addictive very quickly.

Donkey Kong '94 is just difficult enough to make it challenging but easy enough for you to get lost in its world. Well worth taking a step back in time for.



Above: When will the Mario phenomenon end? Not yet, he's still working



Above: Bonus items can confuse the main aim of this quest, to rescue Pauline. Shame really - she's a nice gal, but those bonuses are quite tempting

## GB PANEL



### OFFICIAL RELEASE

PUBLISHER Nintendo

GENRE Platform/puzzle

RELEASE DATE September 2

PRICE £24.99

I wasn't sure how Donkey Kong would translate to the new games market of fast action games with plenty of variation and adventure. Well, it does this quite superbly because what you can never take away from the Donkey Kong we know and love is its tremendous gameplay.

The puzzles are infuriatingly addictive, it's simple and it works on the Game Boy perfectly. If you want some good solid entertainment which will test your mind as well as your nimble fingers then Donkey Kong is for you. An old friend has come back to visit and he still looks outstanding. A dead cert for topping the charts simply cos it's sooo playable, and fun, and addictive, and well, just buy it and find out, OK?

GAMEPLAY

PRESENTATION

LASTABILITY

### OVERALL

94%





Above: Aladdin makes a stand. Those apples are his and nobody is going to take them away from him. Got that?

# ALADDIN

**O**nce upon a time in a land far, far away there lived a young street urchin by the name of Aladdin. Surviving in this harsh, sandy and hostile climate was far from easy. The rich were rich and the poor weren't too happy, so some people felt that they needed to resort to theft to get by. Not a very sound idea but these were ancient times when the concept of ethics was young.

Poor Aladdin had to use his wits and guile to survive, but he was destined to be different. Oh yes,

Aladdin was no ordinary street urchin. Fate had mapped out a far more exciting life of adventure and intrigue for this young fella.

So, there he was, leaping, jumping and chasing through the dingy streets of Agrabah when an old beggar appeared before him. But this was no ordinary old beggar. Oh no, this was a wise old beggar who knew the very location of the mythical Cave of Wonders.

Out of the goodness of his heart (or is there a more devious reason for him picking Aladdin?) the beggar tells our hero that he needs to locate the two halves of a scarab which he happens to know can be found in the desert. Well, Aladdin is not going to miss an opportunity like this and so, after evading the city guards in Agrabah, he escapes to the wilderness of the desert.

Here snakes and vultures add to the problems as Aladdin leaps and

**Young street thief makes good. That's the slogan that should accompany Aladdin, but everyone still thinks he's a bit of a hero despite his pilfering activities. Political correctness? Pah, humbug, this is a fairytale**

bounds over ruins and deadly spikes. The city guards are still knocking around, getting in the way and requiring a couple of shots with the apples to despatch. But somewhere in this desert wilderness the two halves of the scarab are to be found.

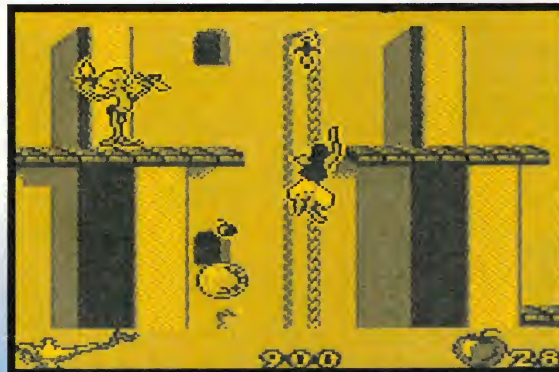
The old beggar makes further appearances to direct young Aladdin on the quest which will lead to untold treasures. And what's the betting that he has a little surprise up his sleeve for the street rat.

Anyway, the opening scenes of Aladdin take place on the streets of Agrabah, in and around the market stalls of this Arabian town. Here our hero has to avoid the brutal force of the city guards as he leaps around, picking

**"Fans of the Disney style will turn cartwheels over this conversion"**



Above: The similarities between this and other versions are starting



Above: Aladdin clammers for all he's worth to stay alive



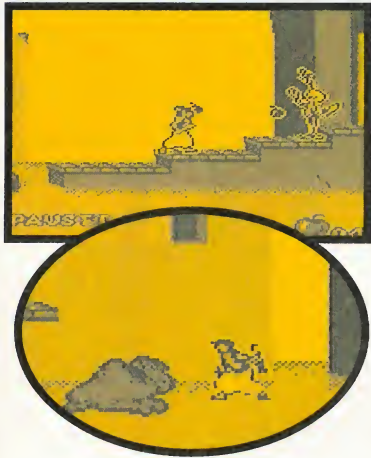
Above: It's time for a sword fight. Only the most skillful survive



Below: Caulies, get your caulies last few now going for a song!



Below: The truffids appear to have made an appearance spookily enough



up apples and jewelled trinkets. The scimitar-wielding guards have little sympathy for the plight of the young street urchins and deal out their justice in a callous manner.

Fortunately, Aladdin has developed a very useful throwing arm which he puts to good use, lobbing apples at the guards in order to evade the slash of their swords.

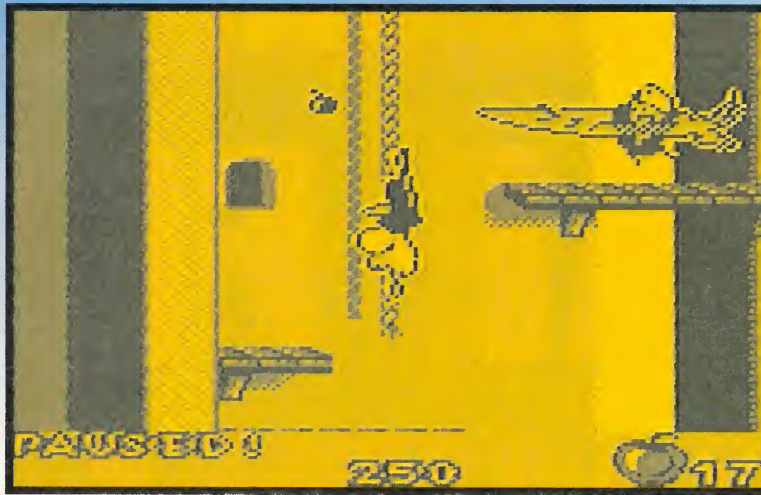
And after his meeting with the beggar, things start to take on a new purpose. A quest is born with Aladdin as the star character, being one of the few people with the pure heart needed to enter the Cave of Wonders.

The fact that he has a neat sideline in wall climbing and guard dodging doesn't seem to diminish the purity of his character (yeuch!). So, after a trip to the desert Aladdin has to return to the streets of Agrabah with even more guards on his tail as he tries to collect a number of flutes which will be needed to access the next part of the quest.

Aladdin features a graphic style reminiscent of another recent Disney tie-in, The Jungle Book. The



Above: Why not go for a run? Remember to stop before the end!



Above: Aladdin clutches the rope between his legs and hoists himself up on to the apex of the building



Above: You are granted five wishes. Hurrah for genies!



Above: Be careful that you don't mis-time your jump and wind up dead!

main sprite moves very smoothly through the rooftops with a large number of frames of animation to bring life to his every move.

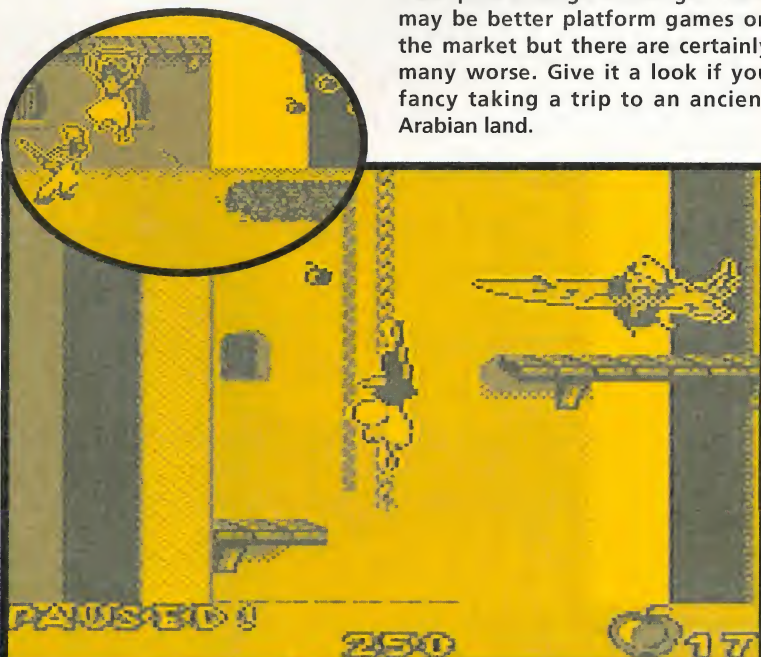
Sounds are likewise of a very high standard, setting the scene in this ancient desert. But it's just another platform adventure when all's said and done. The areas are large, with quite a scope for searching out jewels and treasure, but the rooftops of Agrabah don't offer too much else in the way of interest.

Things start to get going though when progress into the story is

made. As the trail to the Cave gets hotter, the pace of the action picks up and your interest in actually completing the game increases.

Fans of the Disney style will no doubt turn cartwheels over the conversion of the SNES classic to the Game Boy, but you ought to be aware that it is just another platform game with little thrown in in the way of diversions, hidden areas or bonus sections.

Still, Aladdin's presented in Virgin's typically outstanding fashion and is difficult enough to provide quite a tough challenge. There may be better platform games on the market but there are certainly many worse. Give it a look if you fancy taking a trip to an ancient Arabian land.



Above: If you collect the apples, you can then chuck them at anyone in particular. There's nothing I like better than to go scrumping!

## GB PANEL



### OFFICIAL RELEASE

PUBLISHER Virgin

GENRE Platform/puzzle

RELEASE DATE September 30

PRICE £24.99

Aladdin is certainly beautifully presented, the animation is excellent and the sounds won't have you turning the volume control down, but when you get down to the bare bones it's still another platform game.

I mean, I do like Aladdin and will keep playing it for a good while as the plot unfolds and the story develops but it does rely on a strong story to keep you entertained, rather than massive levels filled with challenges to test Einstein and gripping gameplay.

It's good, very good in fact, it just seems to lack that extra little something that would elevate it to the rank of a classic. Still it's bound to do good business, and anyone forking out for it won't be disappointed.

GAMEPLAY

PRESENTATION

LASTABILITY

OVERALL

87%



# COMPETITION

# COME FLY WITH ME

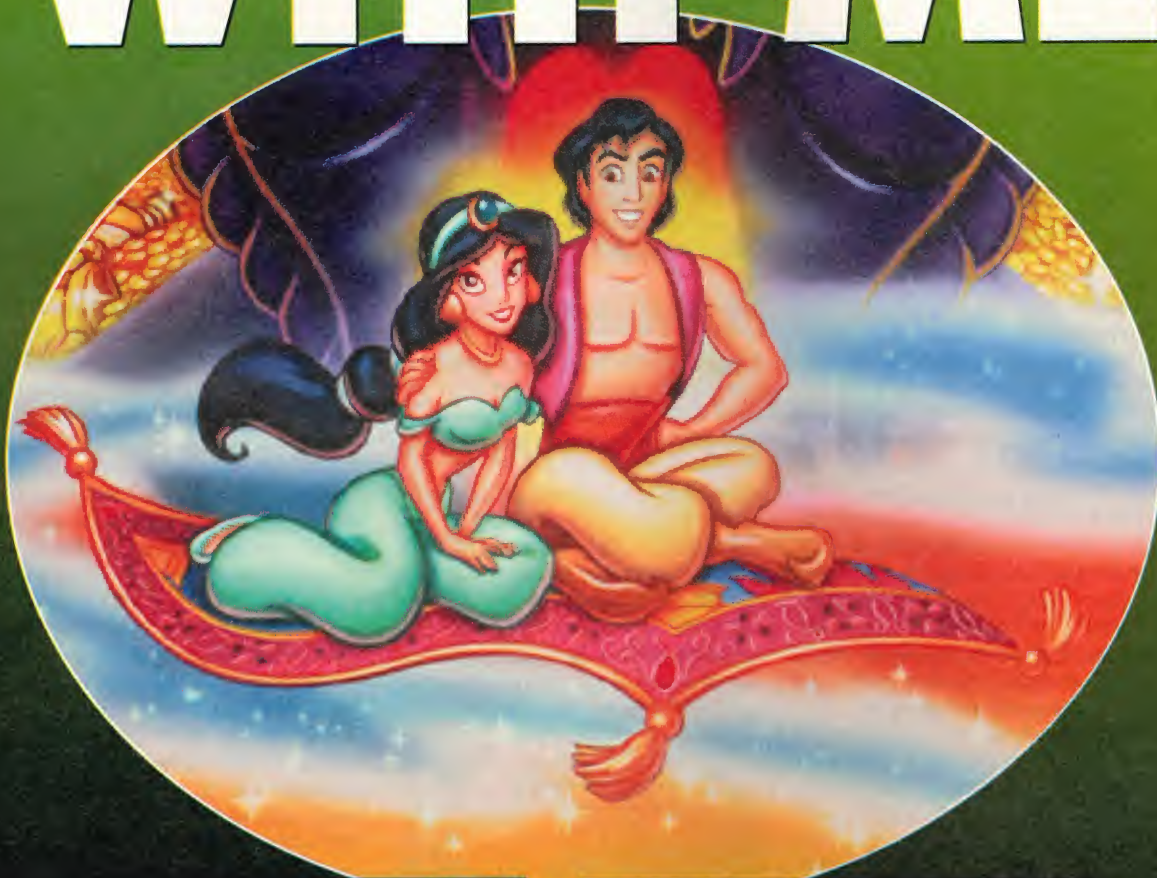
Ten more copies of the game to give away, plus ten copies of the video. Now these are prizes worth winning

**V**irgin have brought Game Boy owners some of the finest games in recent months. Their latest Disney tie-in is no exception, making an admirable conversion to the small green screen.

But their generosity to Game Boy owners goes further still. Not only do they produce these fine games, they are offering ten copies of the cart absolutely free, gratis, to the boffins who can answer the three simple questions below.

And still it doesn't end. On top of this there are ten copies of the scintillating vid up for grabs too. In time-honoured fashion all you need do is answer the questions, bung them in an envelope with the right address scrawled across the front and hey, one of those prizes could be yours.

It's just like getting a wish from your very own GB genie!



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## ANSWERS

- 1) \_\_\_\_\_  
2) \_\_\_\_\_  
3) \_\_\_\_\_

Answers to be in by 20 OCTOBER 1994.

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All employees of Europress Publications and their families are banned from entering. The Editor's decision is final and no correspondence or phone conversations will be entered into.

## QUESTIONS

- 1) Which Hollywood star did they use to model Aladdin's face?  
A) Tom Cruise  
B) Partick Swayze  
C) Keanu Reeves
- 2) Aladdin's pants are baggy, how baggy?  
A) Quite baggy  
B) Very baggy  
C) Parachute trousers
- 3) What's Aladdin's 'Monkey' called?  
A) Majorie  
B) Apu  
C) Abu



# FREE

**When you purchase Monster Max  
or Blues Brothers 2 at Boots  
a Game Boy game carry case  
or a Game Boy protector\*.**



**GAME BOY™**



\*Offer available at selected large stores, subject to availability.



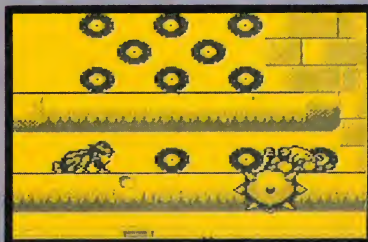
# REVIEW



The two brothers are back in their second platform adventure. This time they're in search of some jukebox discs. I mean, how are you supposed to play gigs without a good backing track?

**J**ake and Elwood Blues return after the success of their previous release. I can remember playing the first game which kept me at my Game Boy for a considerable amount of time. Way back in some of the earlier issues of GB Action, it received an extremely healthy 90%. So I expect you're all itching to know how far this one will go.

If you've seen the film then you'll know that the soundtrack was rather excellent. In the game the soundtrack is also quite marvellous, with a tune that you won't be able to resist tapping your foot to. The graphics are pretty much the same



No Jake's not crawling to his record company. Collect discs to progress

# BLUES BR Jukebox

as the first one. There are a couple of new backgrounds and baddies splashed around here and there.

You have to collect jukebox discs and as you do you can hurl them at the baddies. Most of them need hitting twice as the game is pretty tough. The idea is to get to the jukebox at end of each level. You can collect a vast amount of power-ups along the way. One particularly funny one beefs up your character making him very muscular!

If you collect a musical note along the way, this will act as a restart point. If you die

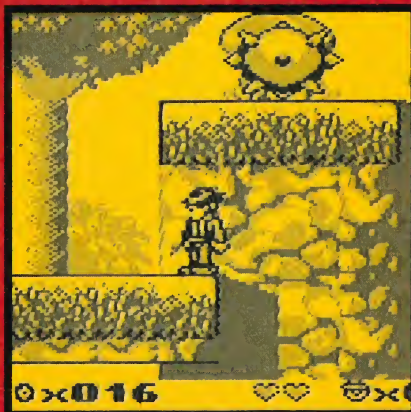
along the way and you've already picked one of these up then you start at where you picked it up. This is always extremely helpful, because if you are right at the end of a level and you die just before you reach the jukebox you can quite

easily pick up your Game Boy and have another crack, rather than throwing it against the wall in sheer frustration!

The Blues Brothers is actually an extremely tricky game. The game is played at such a speed you have to be on your guard at all times. Not only that but the baddies simply refuse to die. And another thing: you have a very strict time limit to

**"Every bit as good as Mario, and faster!"**

## Oh brother

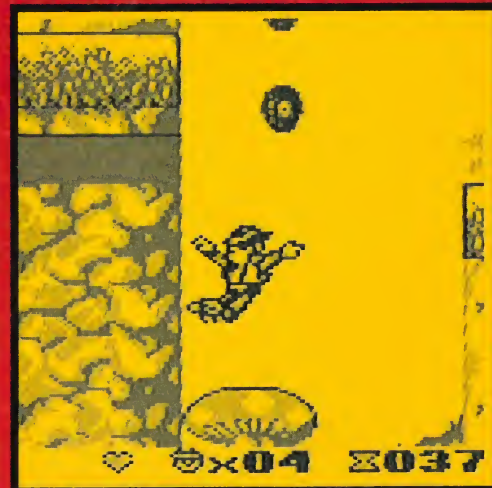


Left: Elwood ponders life, the universe and everything as the great swinging thing threatens

Right: This is what they mean by 'life on the edge' - allegedly

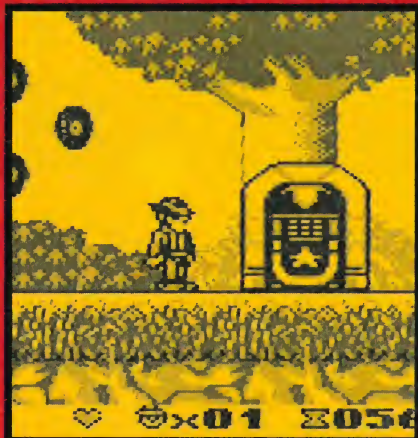


Right: Mushrooms provide a bouncing buzz which propels Elwood high in the sky. An adeptness at trampolining will help the guys to make some progress





## Spinning discs



Below: Good ole platforms don't you just love to see them in Game Boy games? I know I do



Below: Will this be a bridge too far for Jake? Or will it lead to a musical finale?



# OTHERS: ADVENTURE

do each level which will undoubtedly test the better game-players out there!

You can't be too trigger happy with the fire button either or you can quite easily run out of discs to throw. This results in an extremely difficult situation as you stand there next to a baddie completely helpless, waiting to be killed.

Game Boy games seem to be dominated by the platform genre. This is probably because platform games work a treat on the GB. But not so many of them are brilliant. The Mario series has always been the best, and Nintendo have now released Wario Land which will no doubt be an even bigger success.

Titus have their work cut out competing against Nintendo's giant

release. But I can tell you now that their Blues Brothers is every bit as good as Mario, and faster! With excellent graphics, music, gameplay, and lastability, this has got to be one of the best platform games released this year! Well done Titus!



Above: Jake surveys the prospect of leaping to reach those discs. With a paunch like that he'll be lucky to make it



Above: The boys in happy mood. Just select which you want to play

## GB PANEL



### OFFICIAL RELEASE

PUBLISHER Titus

DEVELOPER Titus

RELEASE DATE September

PRICE £TBA

Jake and Elwood are characters that hold a special place in many peoples' hearts because of the cult status of the film. So a game tie-in was bound to be big and the original certainly was.

This Blues Brothers has the makings of one of the best games on the Game Boy. With excellent graphics accompanied by marvelous sound effects and music, this has got to be one of the best presented games on the GB and no doubt about it.

It moves smoothly and the animation is brilliant and there are so many levels to battle through you'll probably run out of batteries twice before you complete it!

With the original BB scoring 90% this has to go one better!



### OVERALL

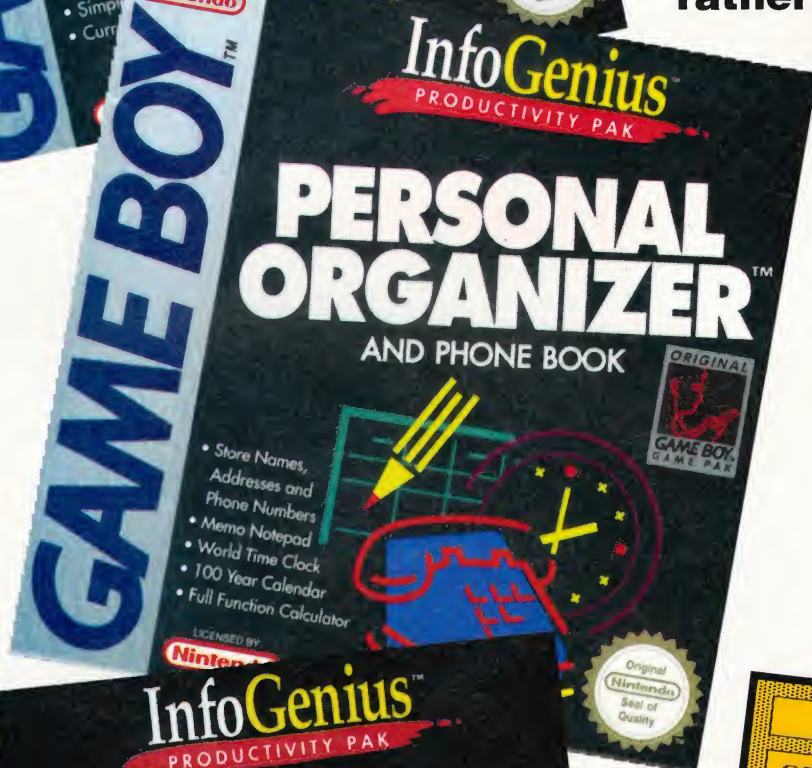
# 91%





# PAR

**Are you going on holiday this year? To a country where you don't speak the language? Well then, you want to get yourself down to your nearest Future Zone shop and check out some rather useful goodies!**



## French Translator

The French Translator is the ideal gadget which slides as easily into your Game Boy as a game would. It's just perfect whether you're off to sunny France or you're taking a French course at school or college.

I personally learnt French at school, and I wasn't particular good at it. Everything that was covered in my five, yes five-year course was there: Shopping, Travel, Relaxing, Emergencies, Eating Out and Accommodation.

Also included were the main basics such as 'Hello' and 'Goodbye'. I suppose this could be extremely useful if you or your friends happened to take ill on a night of your holidays, then it would be a lot easier to communicate with the French, telling them what has happened.

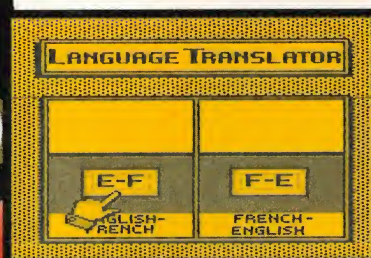
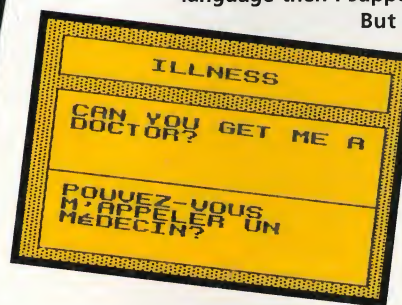
The rather impressive 12,500 words and the 300 of the most commonly used phrases. The main problem with this is that if you're not going on holiday or you're not learning a new language then I suppose it's a little bit pointless.

But if you're doing exams in

French then I suggest you pick one of these up pretty sharpish! I only wish they'd arrived while I was doing my GCE's. I would've passed with flying colours. If you are at school doing French, then this will come in very handy for impressing the teacher with words

they've never even dreamt of. Works a treat!

If you're off on holiday this year, pop into your local Future Zone shop and pick up one of these. As a matter of fact... C'était veritablement utile semaine dernier, I think!





# ¡¡¡¡¡ VOUS?



## Personal Organizer

Are you a top business executive? Do you always miss appointments due to a packed schedule? If so, you better get yourself down to your local Future Zone shop and check out the latest gadget in the business world – the Personal Organizer.

The Personal Organizer has the power to help organize your lifestyle. There are so many options for you to choose from: there's a phone book, a day planner, a calendar, a calculator and a notepad.

The good thing about using a Game Boy as a personal organizer is the fact that the batteries last for ages, so you don't have to find a mains socket to plug in your huge, hi-tech piece of black machinery that'll run out of batteries before you run out of swear words, mainly due to the fact that it needs recharging rather a lot.

The downside to using a Game Boy is typing in your phone numbers. You see the Game Boy doesn't actually have its own keyboard, funnily enough. So if you want to quickly jot down a fax number as someone is reading it to you over the phone you'd do better to scribble it down on a bit of paper and type it up later!

Other than that, it's a pretty sexy piece of software. You can really impress your mates by saying you have your own business pack. That'll really make them jealous.

Another flaw to using your Game Boy as a highly sophisticated piece of personal hardware is the very fact that are using a Game Boy. Let me set the scene.

You are in the middle of an extremely important business deal, you are ten seconds away from clinching a major contract with one of the biggest firms around. You ask them all extremely business-like questions and sound really smart.

All of a sudden you are asked to take down this fax number which is more or less confirming the deal. You become all dizzy, as you can't believe you've actually done it! Without thinking, you whip out your bright white Game Boy and turn on your Personal Organizer. Small tinkly tunes begin to echo around the room. You feel yourself being eaten up by the ground as everyone begins to laugh!

You eventually wake up out of the deep sleep and you begin to remember the night before, you think: 'There's no way that can happen, my Game Boy is too much of a highly sophisticated piece of machinery.'

## Spanish Translator

When I finally went out of the door and bought myself a Sky TV system, I couldn't wait to get linked up to the network. I went from channel to channel like a bull in a china shop. After seeing nearly every station possible, I noticed one at the end called Galavision. Now, unless you haven't guessed already, this is in fact a Spanish frequency.

Before I received my copy of Infogenius' Spanish Translator, I couldn't understand a word of what was being said.

To be honest, I still can't! But the main thing is that I'm learning.

The Spanish Translator is much the same as the French Translator, well, exactly the same really, apart from the obvious difference being that one of them is Spanish and the other one is French!

The Spanish Translator boasts 300 travel phrases, over 12,000 words, simple to use menus and a currency converter. All perfect whether you're going on holiday, you're a



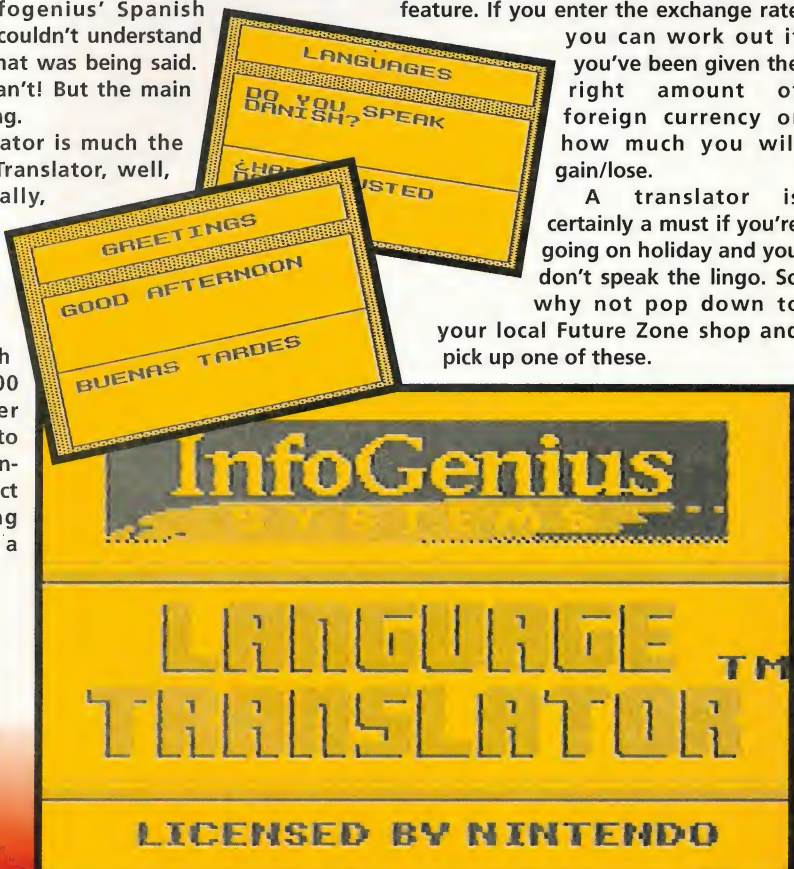
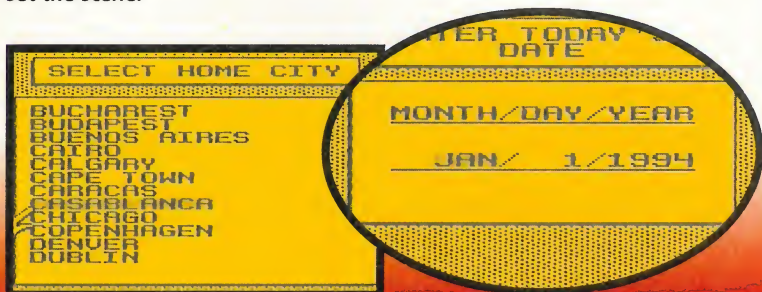
student studying Spanish or an avid watcher of Sky's foreign channels. I most certainly am the latter (we'll tell your mum about that – Ed).

The package includes some extremely sophisticated phrases. You might think that they are a little ridiculous, but if you think about it, they are extremely important. Imagine being on holiday and no one else knows about your heart condition. You could instantly let your Spanish friends know by saying... He tenido una operacion del corazon. See, I'm getting there!

There are many more useful phrases in case of illness on your holiday. 'I am allergic to penicillin' could come in very handy if you were to take ill in Spain and could not communicate with the nurses at the hospital.

The currency conversion is also a very useful feature. If you enter the exchange rate you can work out if you've been given the right amount of foreign currency or how much you will gain/lose.

A translator is certainly a must if you're going on holiday and you don't speak the lingo. So why not pop down to your local Future Zone shop and pick up one of these.





# ELECTION DAY

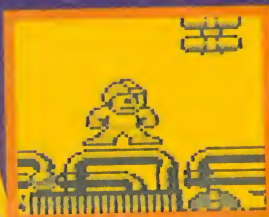
## THE RESULTS

We asked for votes for the Game Boy government in issue 27 but had no idea how many of you would express a preference for our leader. All the votes have been cast and we can now announce a winner...

### Mega Man – Megamungus Party

Mega Man on a platform of riding evil, in the shape of Dr. Wily, from the world. His slogan of 'Wave Goodbye to Dr. Wily' caught many voters' eyes. But it was felt by some commentators that he failed to address some of the wider topics affecting the world today. However, in the days of political correctness, Mega Man did offer a very clean image to the public. There were no skeletons in his cupboard, no chance of any embarrassing scandals.

Perhaps this wasn't appreciated much by some of the more aggressive candidates. Still, Mega Man fought a clean campaign and came out quite well.



### Zool – Pace Party

The Ninja from the Nth dimension proved very popular with the voters. His charisma, the cool manner with which he handled the pressure of the hustings and his catchy slogan – 'Feel The Need - The Need For Speed', thrust his campaign into the limelight.

His policy of teaching everyone the art of Ninja-ship proved popular with many of the younger voters but the idea of scrapping public transport in favour of running fast lost many votes from the older generations.

### Ren and Stimpy – Animated Antics Party

Well, these guys certainly raised spirits. Elections are often considered to be dour affairs but the manic chihuahua and the cat brought their own unique brand of humour to the election proceedings.

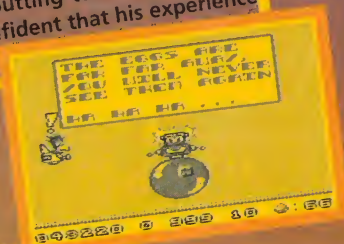
A constant stream of yells of 'Vote For Us, You Eediot's' at the hustings got the crowd buzzing and they brought the house down when the compere tried to move them on to the more serious aspect of policies and other such boring stuff. He disappeared rather quickly when threatened with the 'vanishing microphone trick'.



### Alfred Chicken – Chicken Video Games Party

Experience in the public eye and of the whole rigmarole of electioneering formed the basis of Alf's push to parliament. Having tasted the thrill of the contest at the Christchurch by-election, Alf was confident of making a greater impact with the voters for the Game Boy parliament.

His slogan of 'Eggcellent' was a simple concept which he hoped to filter through all strata of society. The high standards he set may have been off putting to some who preferred easy street, but Alf was confident that his experience would be appreciated by voters.



### Garfield - Purrfect Party

In a similar vein to Alfred Chicken, Garfield stood for 'Purrfection' but in a far more relaxed kind of way. This obviously appealed to the voters as he streaked ahead in the early counts.

Concern was voiced, however, about his commitment to the post when he fell asleep during the hustings. Still, he proved popular nonetheless.



### Ms Pac Man - Circular Yellow Women's Lib Party

A very clean, very correct, very proper campaign was run by the Ms on the back of her strange 'Wackawackawacka' slogan. With the lack of votes she registered at the polls it seems that the concept of her policies was lost on many.

The fact that she was the only female in the race could have endeared her to the predominantly male voters, but didn't. Er, sorry girls.

### The Results

Here's the bit you've been waiting for. The results were as follows:

In last place with a disappointing 6% of the vote was Ms Pac Man.

Next was Mega Man with 13%

Third were Ren And Stimpy with 16%

Second was Alfred Chicken with 32%

But the winner, with just a single point majority, was Zool with 33% of the votes.

Our congratulations to Zool and we hope his spell of office is long and distinguished. Thanks to the hundreds of you who took the time to vote, it was appreciated by all the candidates.





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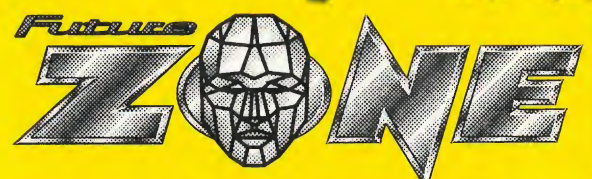
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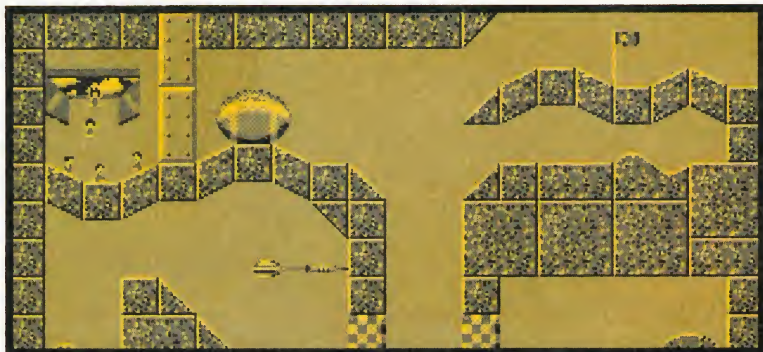
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# NEWS PREVIEWS

Coming soon to a Game Boy near you • Coming soon to



Above: Does this look a little more complicated than the first? Well there are even more different types of Lemmings to lead to their doom

## LEMMINGS

FROM: **Psygnosis** OUT: **TBA**

One of the most popular Game Boy games ever has, not surprisingly, spawned a sequel. Get ready for a spell of yet more suicidal rodent mayhem, this time with added plot

**D**id you know that the Lemmings rescued in the first instalment managed to escape to their own, safe island? No? Well they did. And that's official. So there was a more humane point to sending those little furry animals over the edge to what we thought was certain doom.

The Lemmings phenomena lives on with another batch of trouble and strife to be overcome, but this time there really is a point to it all. You know the kind of point I mean: save all the cute, little Lemmings from total destruction, or feel really, really bad.

So, the sketch: The Lemmings had survived 100 levels of brain-bending

mayhem and had managed to get away from it all on their own tranquil island, free from hassle. There they wiled away the hours in leisurely pursuits before heading to the discos and bars to down a few 'lemmingades' (no, really) and munch away at pots of 'lemmingcurd'. (Honest!)

With such luxuries at their disposal it was a happy time to be a Lemming. Y'see they were guarded over on this island by a Talisman. This Talisman was a powerful ward against all kinds of evil. It protected the Lemmings, acted as a kind of security blanket if they got a little perturbed about something.

"Nothing bad can happen to us,"

they would squeal. "For we have the Talisman to protect us from anything even remotely bad."

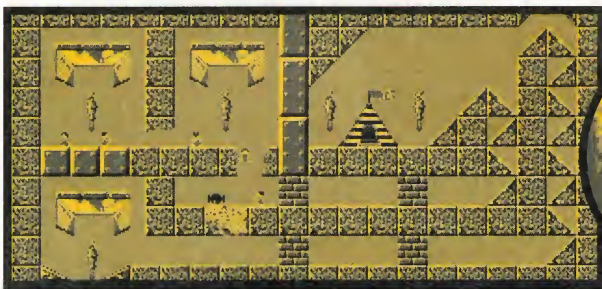
Can anyone guess what's coming next? Oh yes, something happened, something fairly nasty but difficult to describe. Whatever it was that happened broke the Talisman into 12 different pieces. Always the kind of rodents to get organised in a time of crisis, the Lemmings split themselves up into 12 tribes, each one being given responsibility for a different bit of the shattered objet d'art.

The tribes had all lived on the same island but in their various different groups depending on their particular interests, skills and specialisations. The tribes are (deep breath): Space Lemmings, Polar Lemmings, Beach Lemmings, Medieval Lemmings,



Highland Lemmings, Egyptian Lemmings, Cave Lemmings, Circus Lemmings, Sports Lemmings and Outdoor Lemmings.

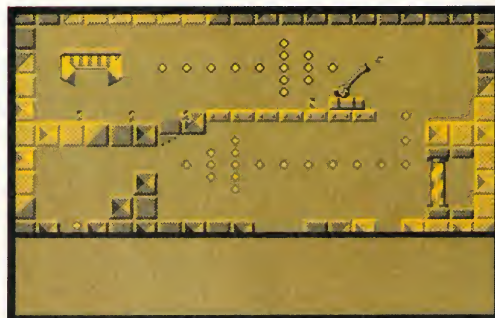
But the Lemmings continued to live on the island in peace and solitude, in their respective tribes, for a while anyway. For it was written...



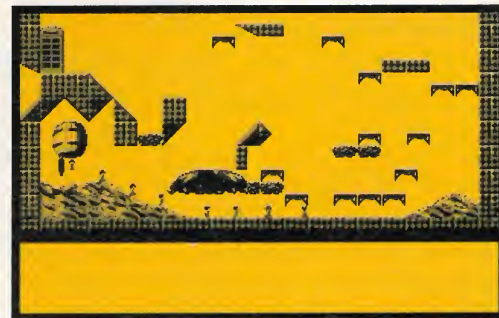
Above: Loads of different entrance points for the Lemmings add to the confusion. They must work together to survive



Above: The backdrops look very similar to the PC and other versions, without the colour though!



Above: If you need a bit of a break, take a swig of Lemmingade. Any more Lemming/lemon puns?



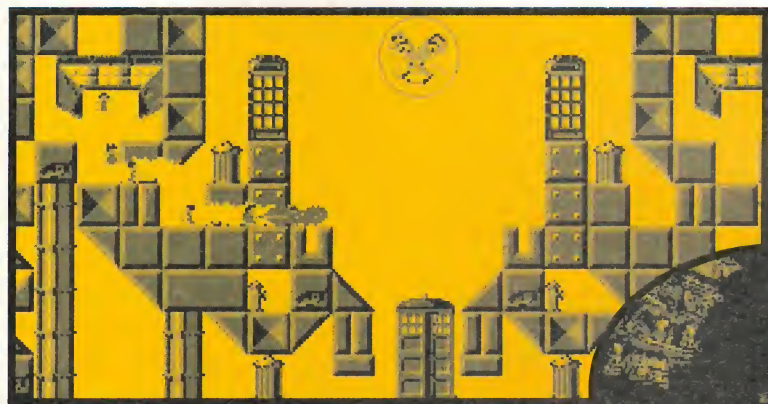
Above: Oranges and Lemmings say the tribes of Lemming Island. Erm, any more?



# REVIEWS PREVIEW

Game Boy near you ● Coming soon to a Game Boy near you

## LEMMINGS 2



Above: Just where to start? Lemmings, Lemmings everywhere and not a rescue plan in sight

and here comes the bad news... that a great darkness would fall upon them causing untold pain, distress, death and destruction to the poor little creatures.

Now these Lemmings aren't that suicidal. They weren't going to just sit there and accept their fate with a defeatist shrug. No by jiminy, these Lemmings were going to fight for their survival. But how? How could they avoid the armageddon of their race?

A ship was what they needed. A ship to carry the entire race off to a new, safer homeland. So they began to build this ship of safety and then struck a problem. How could they generate the power to evacuate all the tribes?

The power of the Talisman was the answer. But, remember, it was

split into 12 parts. This evacuation project would require the power of the complete Talisman. A quest, and a game, is born.

Your task in this sequel is, therefore, to rescue at least one Lemming from each of the 12 tribes. They will bring their piece of the Talisman so that the mass exodus to pastures new can begin.

Lemmings 2 is set to feature even more brain-bending, mind-boggling, puzzle-packed, rodent-infested shenanigans. Each different tribe offers their own new skills and abilities, like taking to the skies in balloons and hang-gliders, like getting on down to a few funky tunes, and many, many more.

Below: So many more skills and characters add greatly to the variation



This new Lemmings is also non-violent. There's no more blowing blockers to bits when they get stranded, they get down to boogy instead.

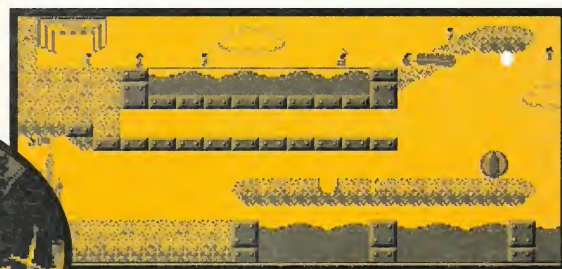
Which is a bit of a shame, really, cos while blowing up the little critters wasn't too pleasant, it was fairly amusing all the same.

But amusing little scenes of Lemming mayhem haven't been left out altogether. In Lemmings 2: The Tribes, some of the background

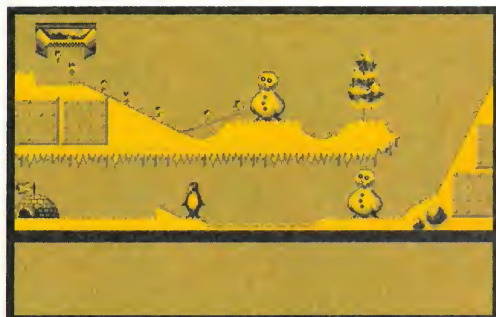
scenery can be used for various effects. For example there are cannons into which the Lemmings can jump. Then all it needs is a light on the touch paper and the Lemming goes supersonic. Terrific fun.

The Tribes is shaping up to enhance yet further the fun and frolics experienced in the first instalment. With more skills, more thrills, more fun and more frolics, it could be another hit.

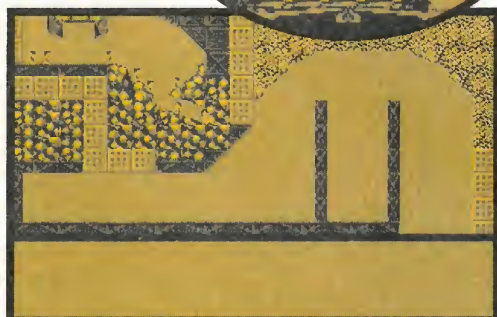
And you'll see the exclusive review here in GB Action very soon.



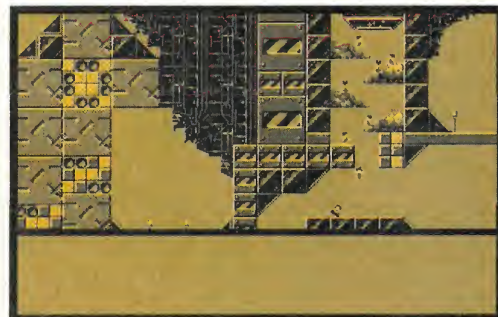
Above: This one's nice and simple, honest. Even Andy could do this level



Above: A beautiful winter wonderland scene: snow, penguins, and Lemmings freezing to death



Above: Confused? You will be in the next episode of Lemmings. Running out of lemon puns



Above: This looks ridiculously complicated. But should be no problem for you Lemmings fans



# NEWS PREVIEWWS PI

Coming soon to a Game Boy near you • Coming soon to

## BOMBERMAN 2

FROM: **HudsonSoft** OUT: **November**

**T**here will be very few readers who don't know all about Bomberman, or Dynablaster as it is known on the Game Boy. We've had loads of letters filling the office asking us whether it was any good and worth forking out ten quid for.

The answer was a unanimous 'yes' on all counts. Now, to go along

with its release on the SNES, Bomberman 2 is making an appearance on the portable palm pleaser. Good news or what?

Right, so this is what it's all about: There are these evil alien types – you know the sort, they pop up in games all the time. Well, these little blighters have decided that Bomberman can't have a happy, relaxing holiday on Earth after all the shenanigans on his own planet.

Pooping the party is all they're interested in. Y'see they've taken a vacation but their travel agents are called World Domination on your Vacation Inc. and that's basically what they're after, world domination, nothing less, nothing more. The scoundrels.

Well we can't be having any of this world domination malarkey now can we? No, things must be done. Serious things involving the use of brute force against these evil, er, brutes. That's where good ol' Bomberman comes into the fray.

As I'm sure you're well aware he's a bit handy with bombs having competed on his home world against the evil might of alien Bombermen. Plasma, Magnet, Brain, Crazy and Pretty Bombermen – the

**Dynablaster was a bit of a phenomenon in the Game Boy stakes. It was so old it hadn't been reviewed until pressure forced us to cover it a couple of issues ago. And 97% was the stunningly impressive verdict. Now there's a sequel on its way**

**Right: One of the icons you get after defeating a boss. And you'll need to use them effectively**

bad guys in this plot – are wandering around their ship, waiting for the right moment to make their move and take over the Earth.

Not the kind to be backwards in coming forwards, Bomberman decides to grasp the proverbial bull by the horns and throw himself into this lion's den of devilish demons! By taking the fight to the bad guys, Bomberman hopes to destroy them and their ship, to save humanity, win a Nobel prize, an OBE and a Blue Peter badge – all the trappings of stardom.

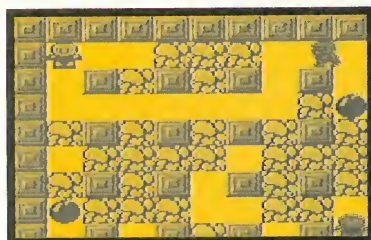
But messing around with bombs is a little on the dangerous side as you might imagine, potentially fatal

even. Undaunted, Bomberman takes the challenge, adrenaline and testosterone pumping.

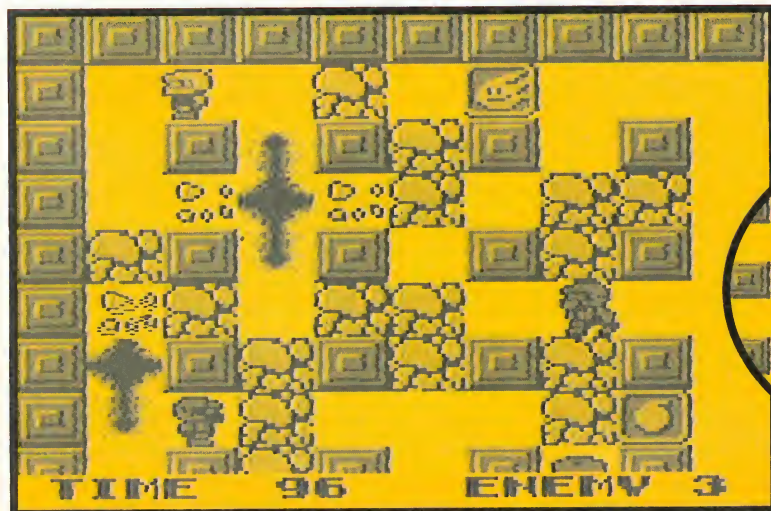
In the challenges he has to compete against firstly one, then two, then three opponents. Each battle takes the form of a tournament with each 'leg' being contested on a best-of-three basis. So Bomberman has three chances to win two legs against one evil bad guy before



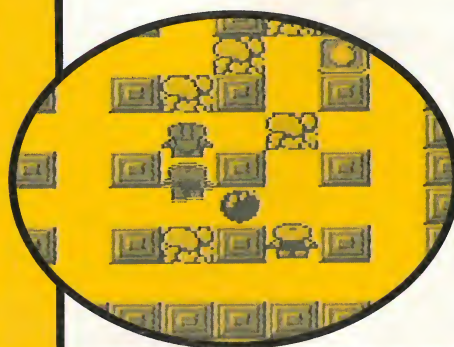
**Above: Get ready for the ultimate bombing sensation**



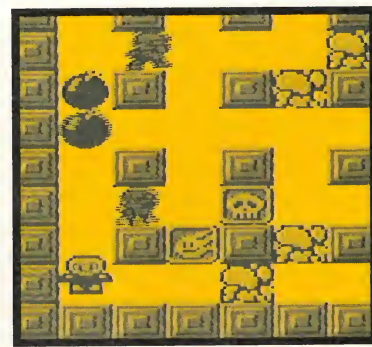
**Above: Bombermen, bombermen, everywhere. And you look a bit stuck**



**Below: Nimble fingers and crafty tactics are needed to beat three baddies**



**Above: Watching three places at once is quite handy if you're to live**



**Above: Bomberman's in serious danger of getting wasted. What's new?**



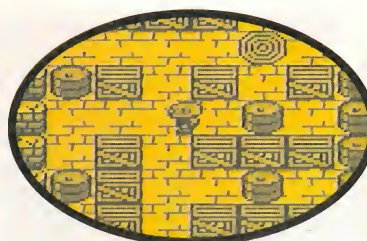
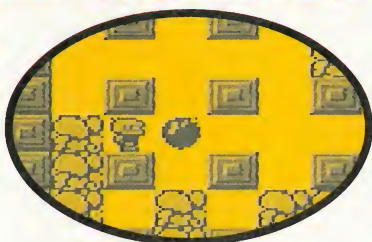
# REVIEWS PREVIEW

Game Boy near you ● Coming soon to a Game Boy near you



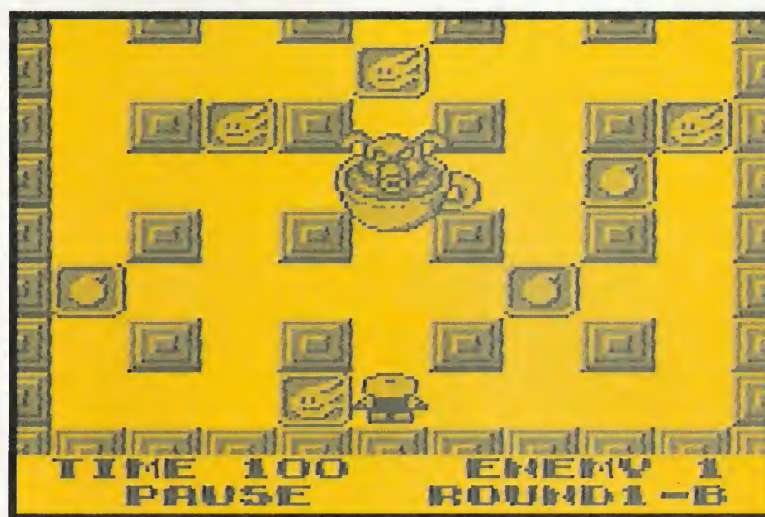
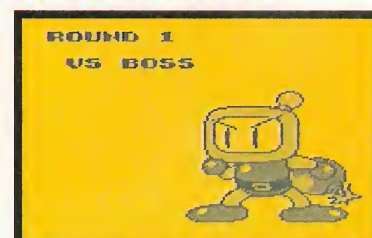
Above: It's one nil to the bad guys and the next leg was drawn. Fight on

Above: Says it all, really.  
Below: Oops, trapped with no escape



Below: The first-level boss. Plenty of icons and plenty of danger

Below: Get ready for the first real test of your Bomberman abilities



starting again this time against two and then three.

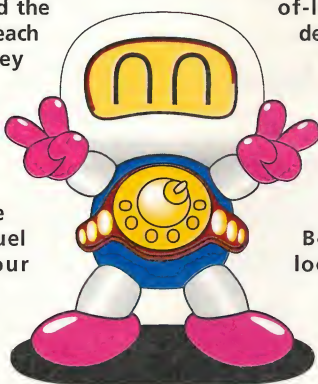
Should he win through and defeat three Bombermen he has to face the end-of-level baddie who's bigger, tougher, has more armour and is quite a testing opponent all round. But Bomberman can do it, can't he?

Of course he can. And when that's done he starts against another single bad guy in a new arena with new abilities, new trials and new tribulations. It's as simple as that.

Well actually, it's not very simple at all. The Bombermen are quite

intelligent, they know the tricks of the trade and the tactics to be used in each different area and they certainly manage to present Bomberman with a few headaches.

A whole host of new icons are to be featured in this sequel which will help our Bomberman save mankind as we know it. Certain abilities can be collected and used



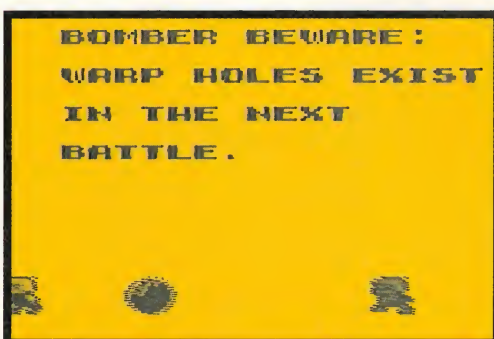
permanently after each end-of-level guardian is defeated. Eventually, all the skills and abilities will be needed, honed and practised before the final challenges are to be faced.

Graphically, Bomberman 2 is looking similar to the first instalment, but, hey, why fix something when it ain't broken? The tunes keep the

momentum ticking along quite nicely and everything is looking very well presented and packaged.

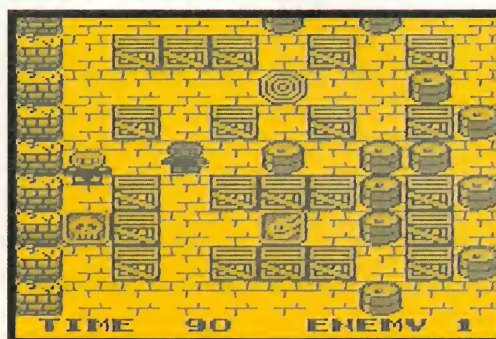
Bomberman 2 is set to tempt Dynablasters devotees into further fun with bombs and persuade the uninitiated that this simple but addictive battle is about as much fun as you can possibly have with your Game Boy.

Featuring a two player option and Super Game Boy compatibility (which will allow the full blown four player scenario), Bomberman 2 should be a Christmas smash. The full review's coming at ya next month. Don't miss it for the world.



Above: Getting chased through the intro screen. Start as we mean to go on, eh!

Below: The second stage introduces warp holes and, er, barrels, and, er, crates



Above: A password option should help you to progress a little more easily



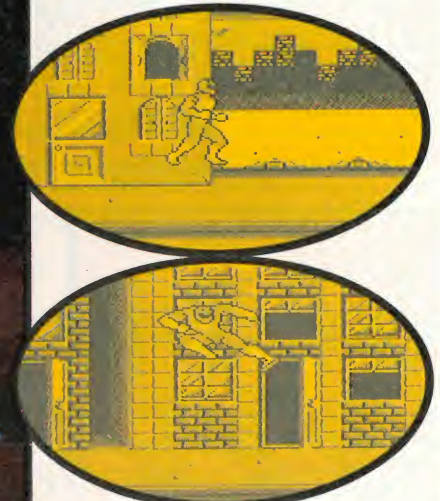
# NEWS PREVIEWS

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# POWER RANGERS



Below: Floating down the street. No easy feat I assure you



Above: Kicking thin air with all your might! What a guy

**FROM: Bandai OUT: TBA**

Five school kids are chosen by a vast computer to take part in a global battle against evil and given the power to morph into dinosaurs and robots. Beats Maths anyway...



Above: The Power Rangers in all their glory. Nothing special looking about them is there?

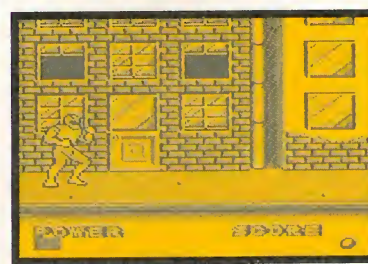
**N**ow, anyone who's got Sky television must have seen the Mighty Morphin' Power Rangers! They make regular appearances once a week on Sky One. The Power Rangers consist of five teenagers who can morph into deadly, robotic karate experts!

You might be thinking "so what's new, I've seen the Turtles and Biker Mice From Mars which is pretty similar." Well this isn't a cartoon, this is real. And though it may seem Japanese, it's certainly not animé!

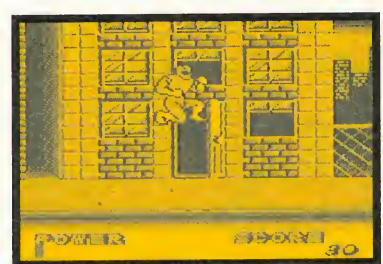
Five teenagers – Jason, Kimberley, Zach, Trini and Billy – were at school one sunny afternoon when they

were transported to a sort of pyramid somewhere in the middle of nowhere! Apparently they had been chosen by this huge computer who was losing the battle against this big witch called Rita and her many evil pals. The Power Rangers were called upon to defeat Rita and bring peace back to the island.

If you cast your minds back many moons ago, you should be able to recall a TV show called Monkey or Monkey Magic. Power Rangers is the same sort of thing. For those of you who don't, Monkey Magic was a show that used real characters but looked so utterly and hopelessly



Battletoads carts have a lot in common with the theme here. Brawling!



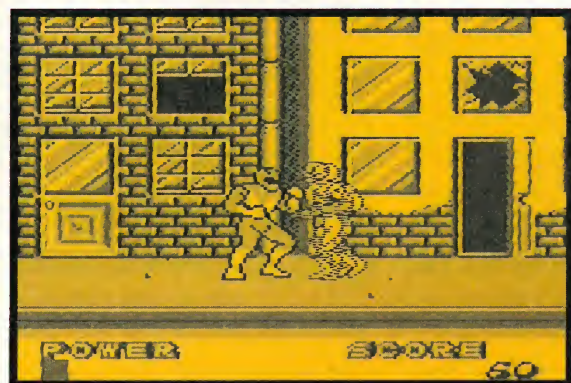
The long jump championships are well underway. Carl Lewis watch out



# REVIEWS PREVIEW

Game Boy near you ● Coming soon to a Game Boy near you

## ANGERS



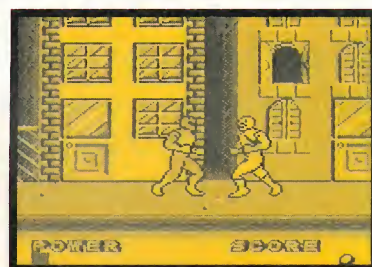
Above: Take that you no good greasy vagrant! The 'Ranger gets tough for the fight of his life



Above: The pause screen in all its living splendour. What else did you want me to say?



Above: See if you can guess what this screen is supposed to be!



A face off before the big fight. Looks like it's going to be one of those days

false. It was dubbed over, so the voices were out of sync and it was probably the Japs' final effort before they finally caught on to the fine art of Manga.

Anyway, back to that computer I was telling you about that managed to transport these kids through a point in the galaxy where normal rules of space and time don't apply, or something like that!

This gave them special powers so they would be strong enough to take on Rita Repulsa! Each one of them dresses or 'morphs' into their latex rubber suits and they have special karate powers.

Now for the good bit; when they all get a bit stressed out and the baddies begin to get too much for them, they all raise their hands into the sky and shout 'Power' or something, I can't remember! They all morph once again, this time changing into their chosen dinosaur. Yes! I said dinosaur!

They morph again! This time they all join as one and become a massive robot thing which is more or less indestructible. Each one of them joins on to a different part of the body. I think

it's Jason who is the head, and one of the girls is a leg, something like that anyway. Get the picture?

The game itself is a platformer. It's nothing more than your average walk along, hit someone, walk along a bit more. That's about it really. At the start, the only moves you can perform are a punch and a flying kick. You can then 'Power-up' and you can use one of the special weapons each power ranger has been assigned.

The blue ranger, Billy, can use a sort of axe. This

defeats the baddies much more quickly. Kimberley, the pink ranger has a bow and arrow which does sound pretty violent, I must admit. When I watch it on Sky, I can't believe it's on at so early – surely it has some influence on kids. It does on me. Hiigee yaaaaa!

At the moment Power Rangers is a little dodgy and the animation and collision detection is very suspect. However, it's not coming out for a while yet, so there's plenty of time to make minor tweaks and adjustments. I can't tell you any more than that really. Keep watching these pages for when Power Rangers gets fully scrutinised. You may be surprised!



Above: Behind you! A daydreaming Power Ranger is about to get what for. A brawl is guaranteed



Above: A Turtle-esque pose from the crew should affirm how tough and butch they all are



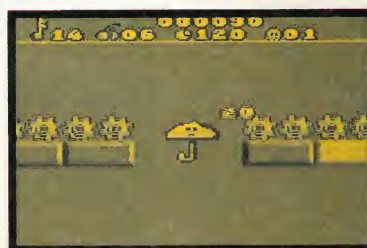
# NEWS PREVIEWS PI

Coming soon to a Game Boy near you ● Coming soon to a

## JELLY BOY

FROM: **Ocean** OUT: **October**

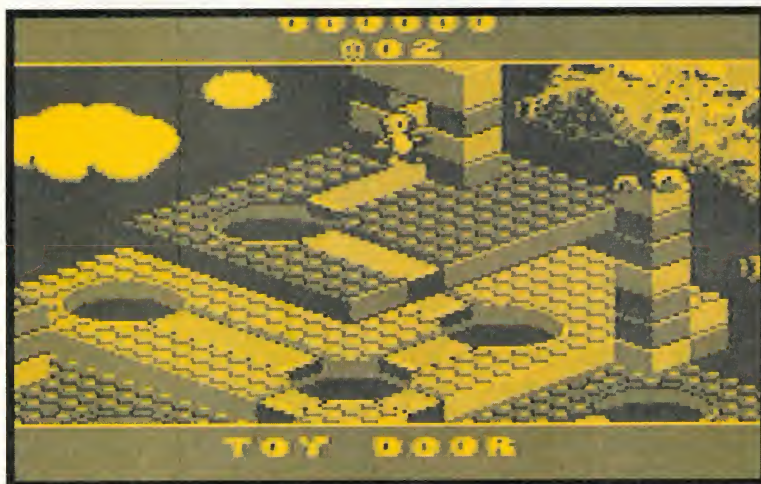
If somebody had had the foresight to produce a cart featuring Tony Hart's plasticine sidekick Morph (with a little paunch), this is how he'd have looked



One of the many metamorphising shapes Jelly Boy can acquire

TIME	260
NOTES	1000
FRUIT	480
TOTAL	1740
SCORE	10
GRAND TOTAL	1750

After each stage you'll see a bonus screen which will look a little like this



Above: The playing area in all its glory. Are you cool enough to make it through the stages?

**S**kating his wibbly wobbly morphing frame onto a Game Boy near you soon is Ocean's newest and most pliable character to date. Pliable is the operative word here, for Jelly Boy is exactly that. A boy consisting completely of jelly.

Developed by Probe, this platformer sees the welcome return of quality rather than a rushed and totally average game. Set for an October release, Jelly Boy himself resembles Oogie Gooie from Dark Technologies' recent Ocean release, Alien Olympics.

There are no weird and wonderful sporting events here though, just a plain and simple platform terror set against the clock. Guide Jelly Boy through his world

and back to total safety again. Games storylines don't really contain too much substance, so I'll spare you the details of Jelly Boy's recent past.

Each stage has JB hopping and running for all he's worth, avoiding the baddies and a whole host of obstacles including falling objects and kids' toys.

Unfortunately every kid's favourite jelly companion, ice cream doesn't make an appearance. Maybe things are just too hot in Jelly Boy's worlds of adventure!



A skateboarding Jelly Boy gathers no moss



# REVIEWS PREVIEW

Game Boy near you ● Coming soon to a Game Boy near you



Above: Some helpful advice is offered throughout by these enormous billboards

For each stage there are several sub levels for JB to tackle in the quest to rebuild his jigsaw puzzle. The first world looks suspiciously like Lego Land to me but there you go. Can't wait to see Meccano Land and Action Man World!

What is perhaps the finest touch may have been influenced by the ultra famous scene in Alien where the little blighter bursts from John Hurt's chest. The only difference here is that instead of a little alien popping from Jelly Boy's belly, we have an oversized fist which can be used to clout any obstacles aside. As easy as swatting flies.

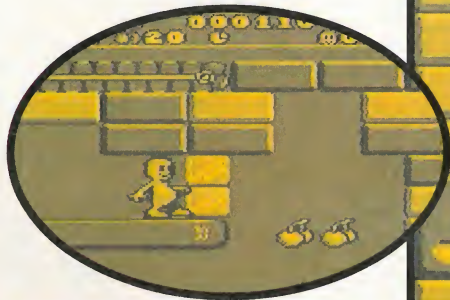
This isn't to say that Jelly Boy is in any way a pushover. Far from it mate. The opposition pack some tough punches and it's timed against a rapidly counting down clock which can be extended by grabbing lemons from the numerous fruits dotted around.

With seven worlds to explore, Jelly Boy is going to be a tough cookie to crack. Our hero can turn into a whole host of shapes be it a skateboard or an umbrella by pick-

ing the correct icon from the level. It's up to you the player to discover exactly what's needed to exit the next level.

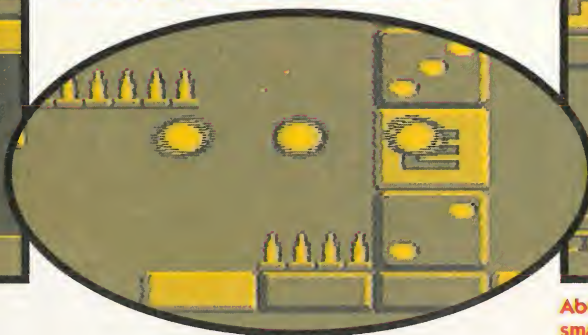
If you haven't got the message by now, Jelly Boy is looking set to be one of the fastest scrolling and addictive carts we've seen this year or any other come to think of it. Addictive and simple to enjoy, with level after level of cute and crazy gameplay packed into one tiny cart. Your Game Boy's never had it so good frankly.

I've just remembered who Jelly



Above: Hmmm, no way through here. How does one get through?

The explosion you see below is the rare sight of a Jelly Boy spontaneously combusting

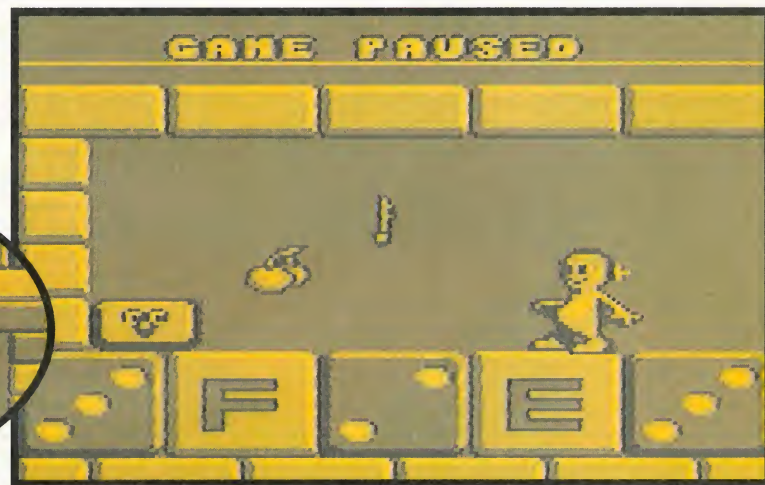


Boy most resembles. It's one of the greatest and largest Mr. Men from Roger Hargreaves' fine collection of kids books.

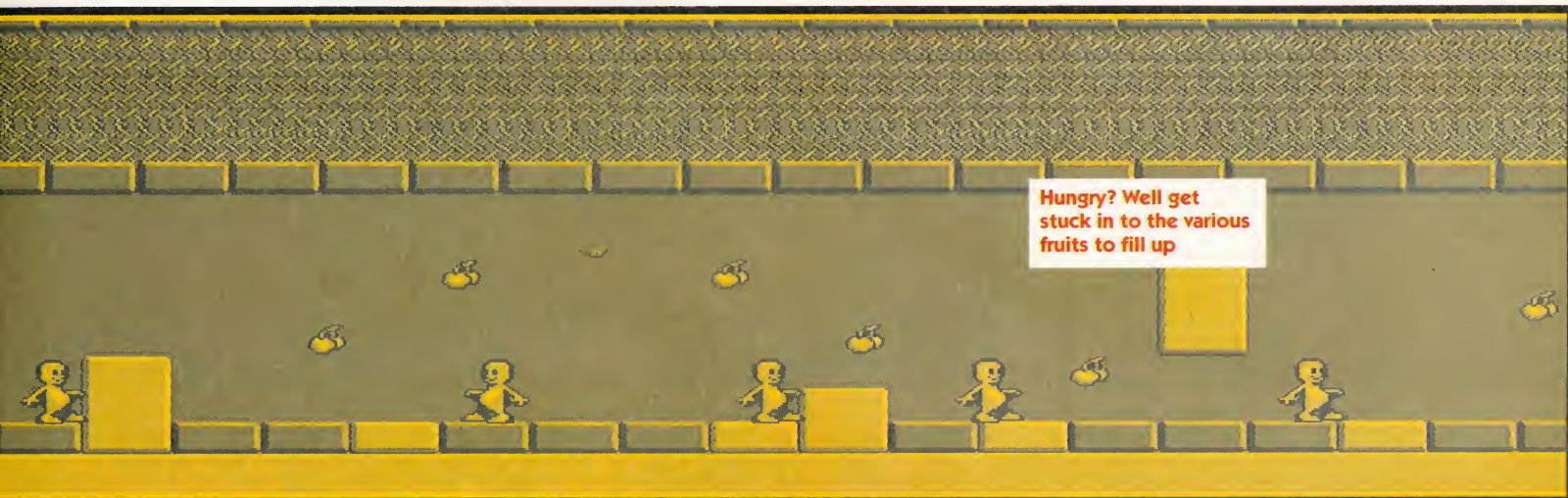
Yep! It's a slightly slimmer Mr. Greedy in all his glory. It's got to be a winner for this factor alone if nothing else!

As Jelly Boy's release date looms on the horizon watch for the full in depth review popping up in a not too distant issue of GB Action.

So if it's belly laughs you're after, look no further than Jelly Boy and his amazing stomach on its official release in October.



Above: The block to the left is one of the helpful items you'll find on your journeys





**What's small,  
pink and funny  
looking?**



**PINKIE!**

*Exclusive Review*

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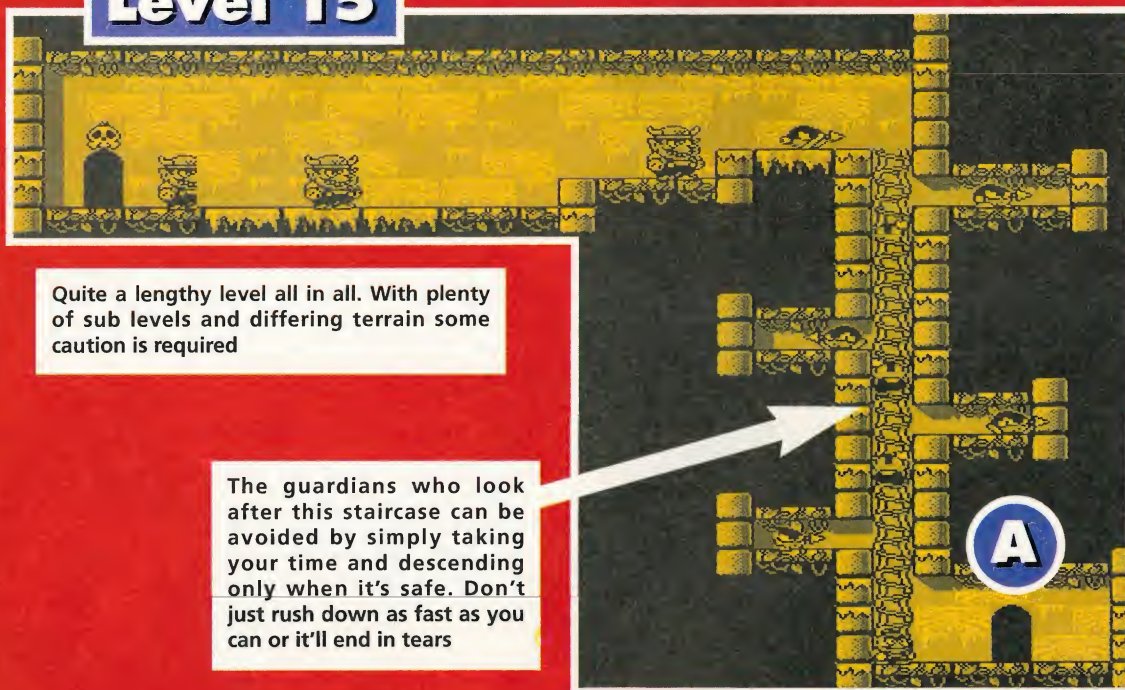
# WARIO G

## Level 14

We're off again with our month by month, blow by blow guide to the hottest game in town. Sherbert Land gets the full treatment this month



## Level 15

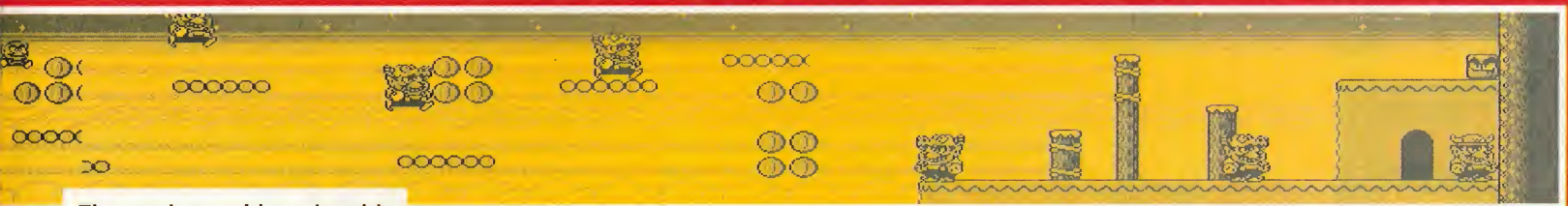
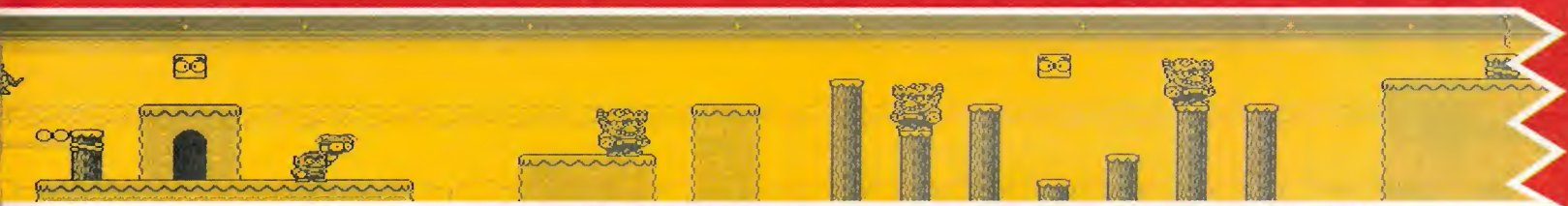


Quite a lengthy level all in all. With plenty of sub levels and differing terrain some caution is required

The guardians who look after this staircase can be avoided by simply taking your time and descending only when it's safe. Don't just rush down as fast as you can or it'll end in tears



# GUIDE PART 4



The main problem in this lengthy run are the collapsing platforms with swooping birds above to make matters worse. Some careful and precise timing is needed to get past these blighters but once sussed it can be done quite easily

The hedgehogs can only be killed by charging into them. Jumping onto them will result in a nasty prickly death

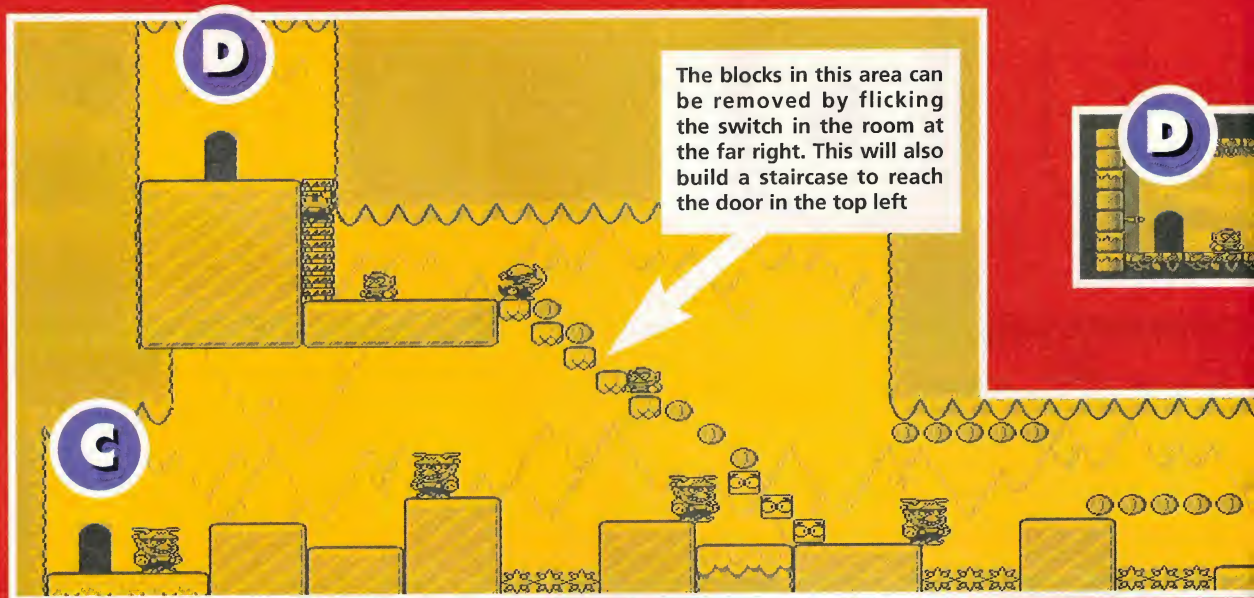


The halfway point is simple to reach by jumping onto the high platform and bunging your coin in. The nasty underneath can do nothing about it and so you're free to make good your exit!

**Continued...**

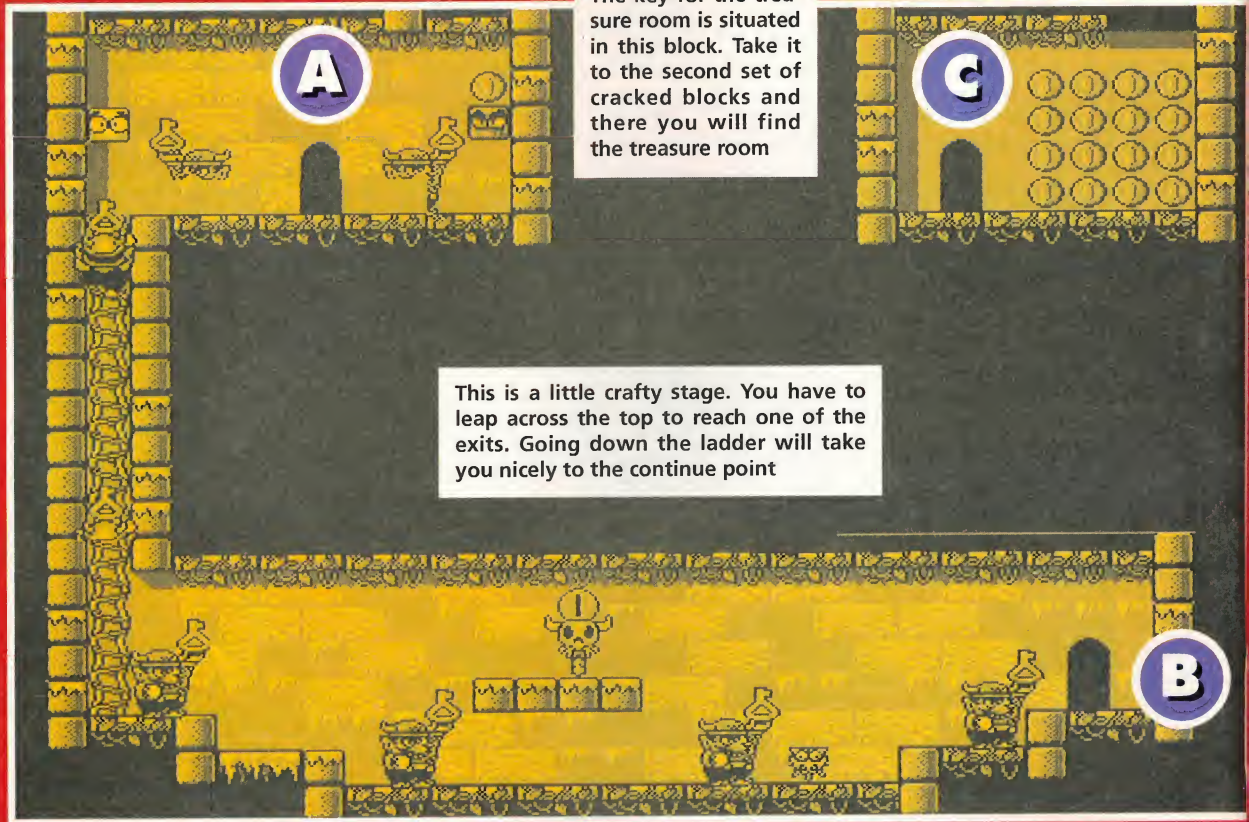


# ACTION PLAYER'S GUIDE



## Level 16

A relatively simple level to complete and it has two exits



Don't spend too much time hanging around; this cloud will throw a bolt of lightning at you at regular intervals



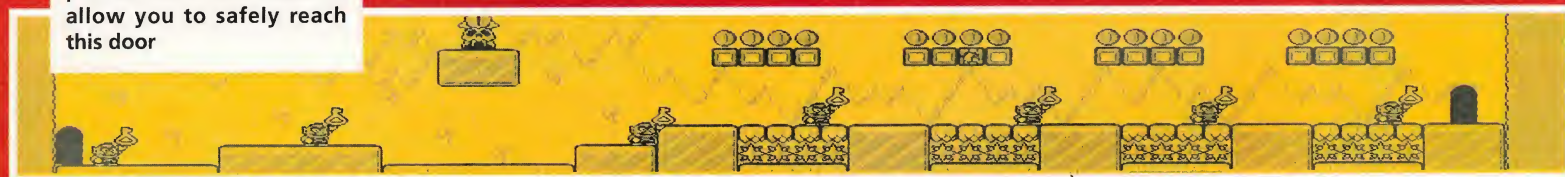
# Wario Guide Part 4



The door at the right of this area holds another switch which when activated will reveal a floor so you can reach the central door with no troubles

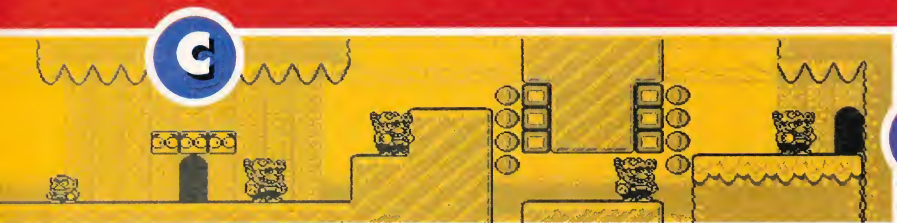


The door at the right holds a switch which will produce platforms in this room to allow you to safely reach this door



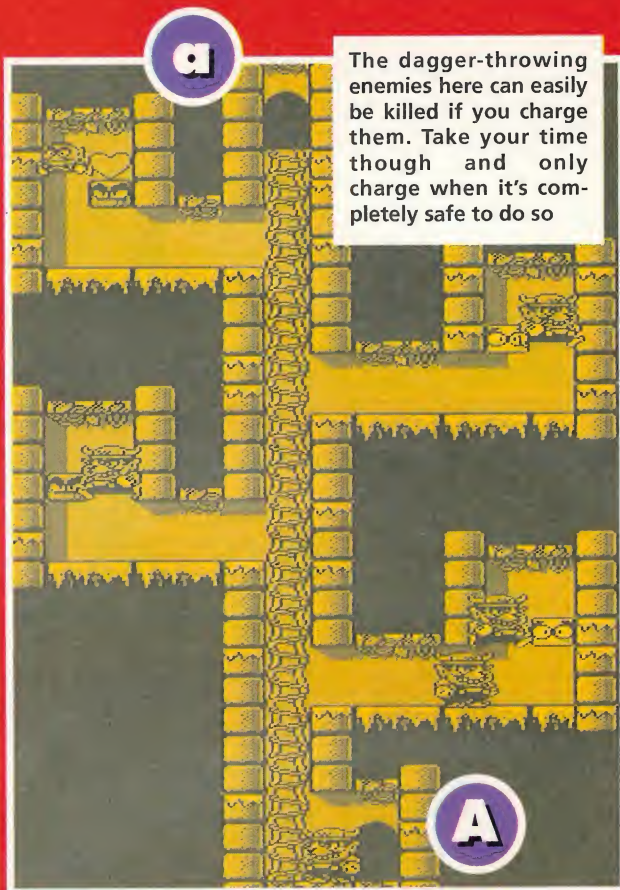
## Level 17

One of the trickier stages to do. Use all the scenery you can to avoid the storm cloud

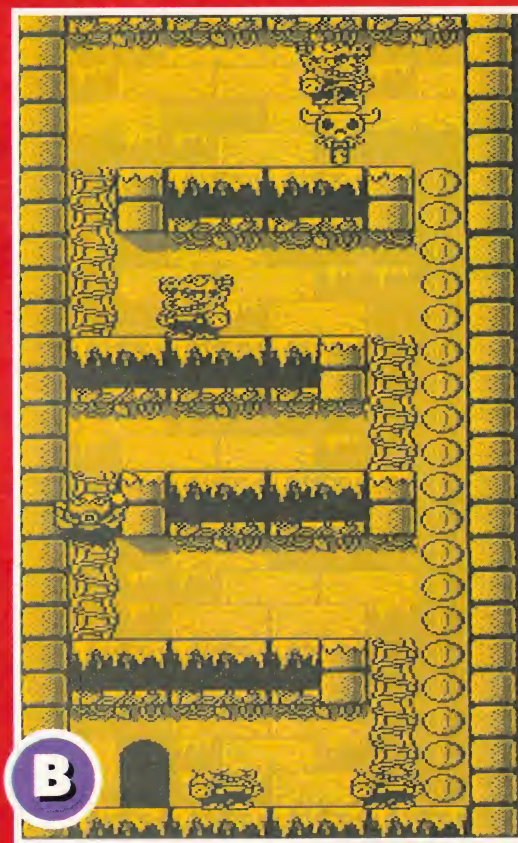


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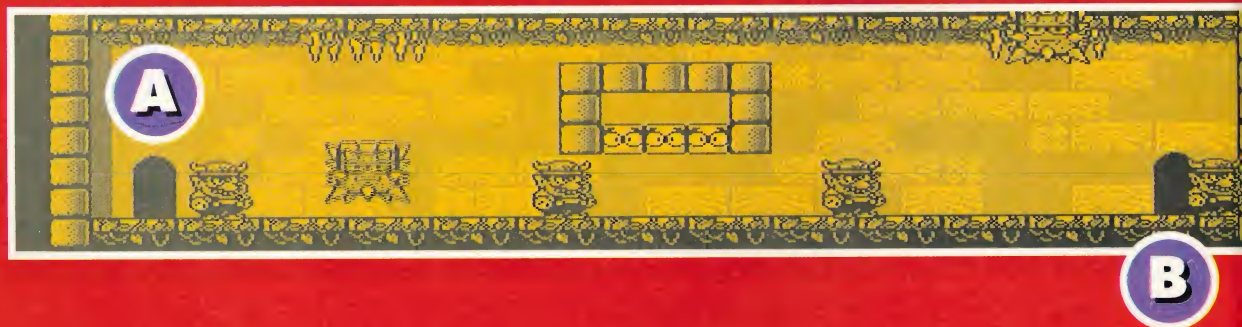
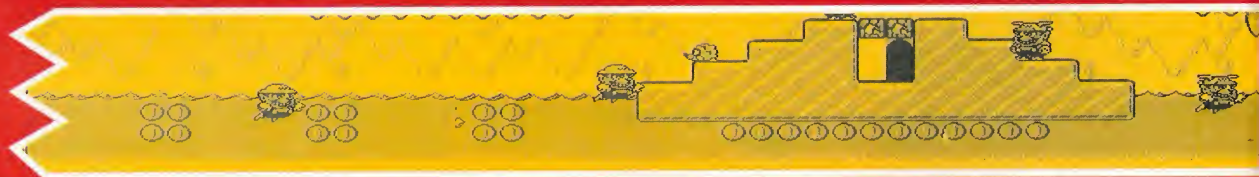
The dagger-throwing enemies here can easily be killed if you charge them. Take your time though and only charge when it's completely safe to do so



Pick up the key from this room to use later on in your quest for treasure

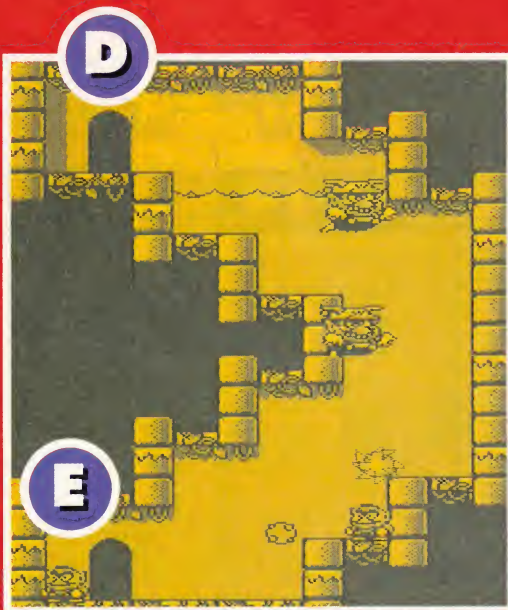
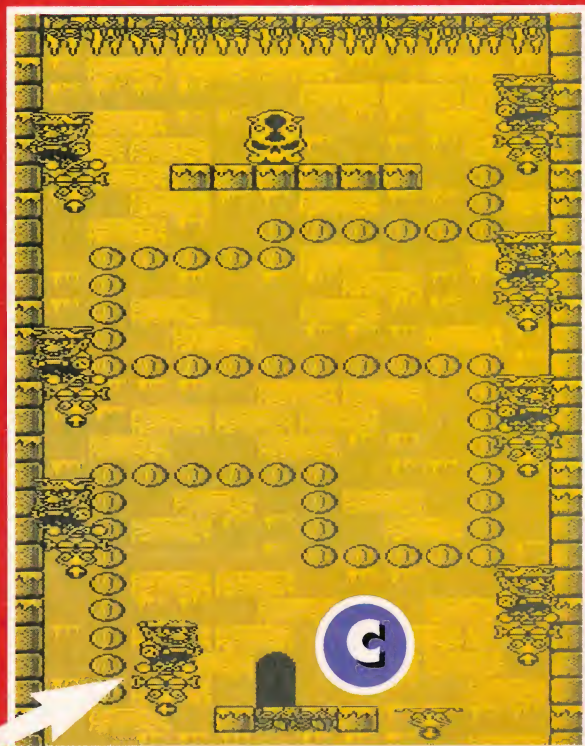


This strange form of transportation can be controlled by leaping up and landing on it. Each time this is done the cart will change direction



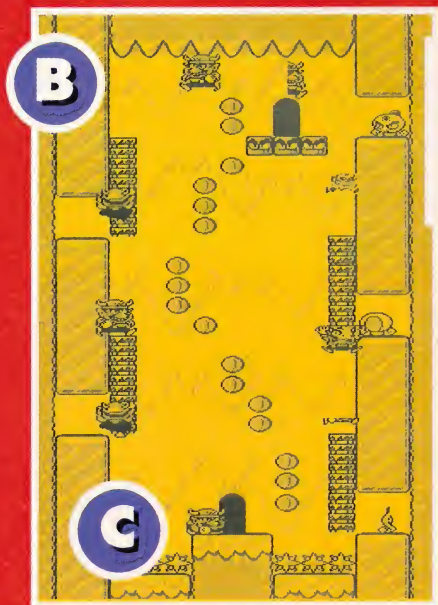
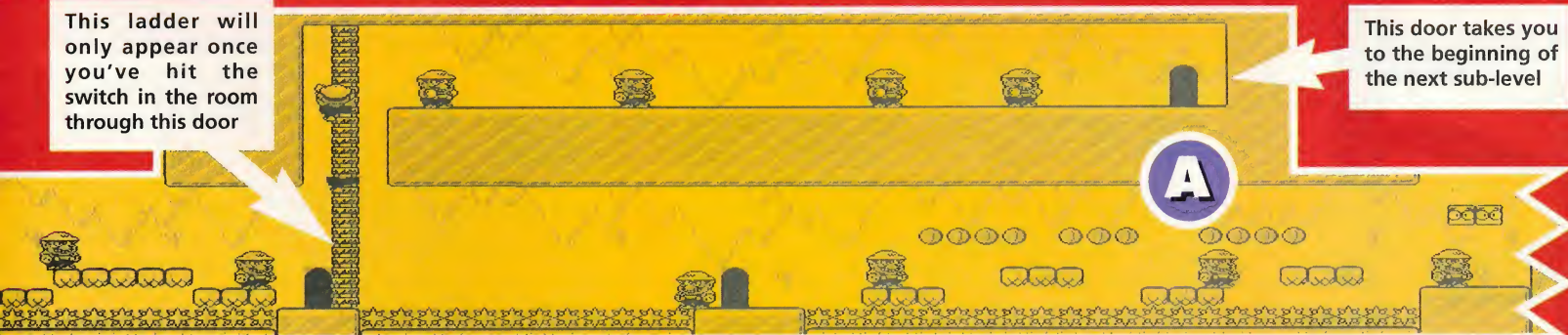


# Wario Guide Part 4



This ladder will only appear once you've hit the switch in the room through this door

This door takes you to the beginning of the next sub-level



Leave the coins in this room until you've hit the switch in the room at the bottom. This takes you right back up again so you can collect the key to obtain the next treasure. Unfortunately it's quite a jaunt to reach the treasure room. Right back near the start of this level in fact



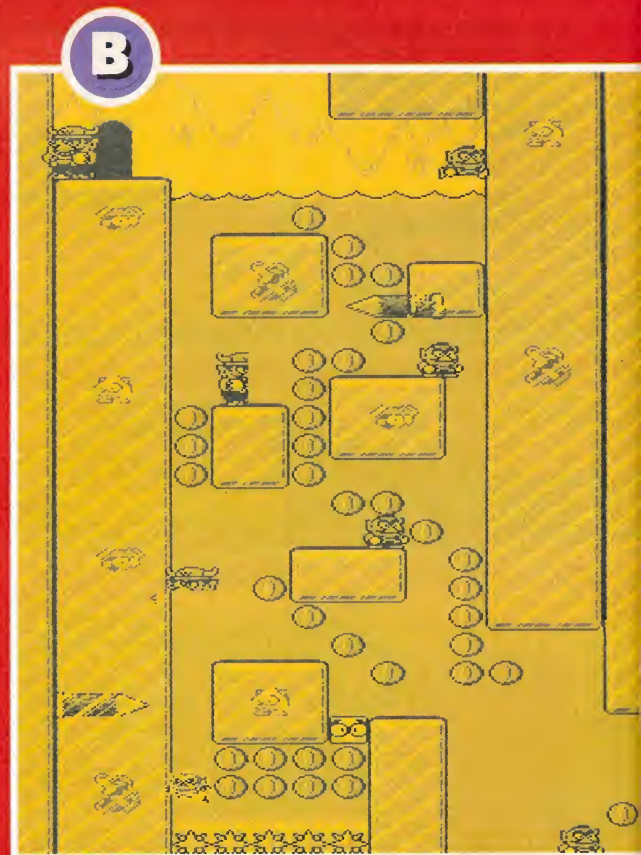
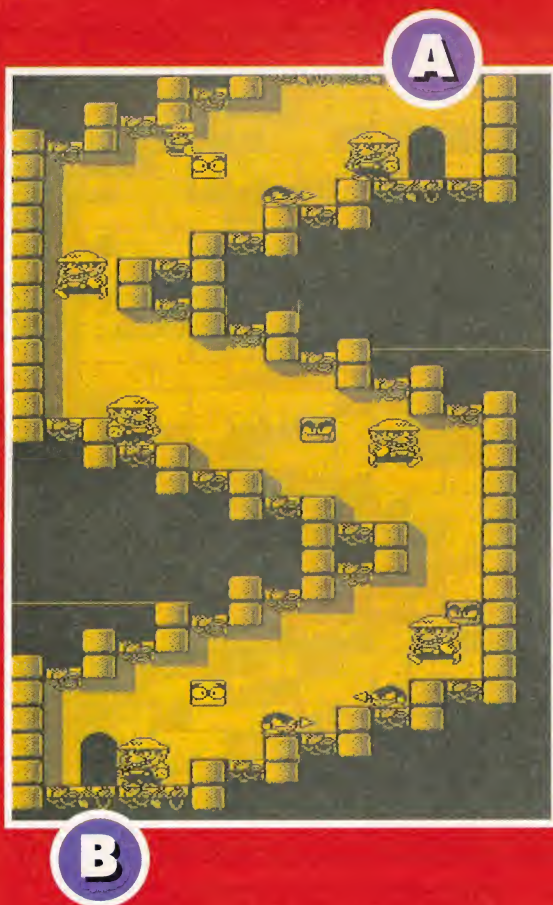
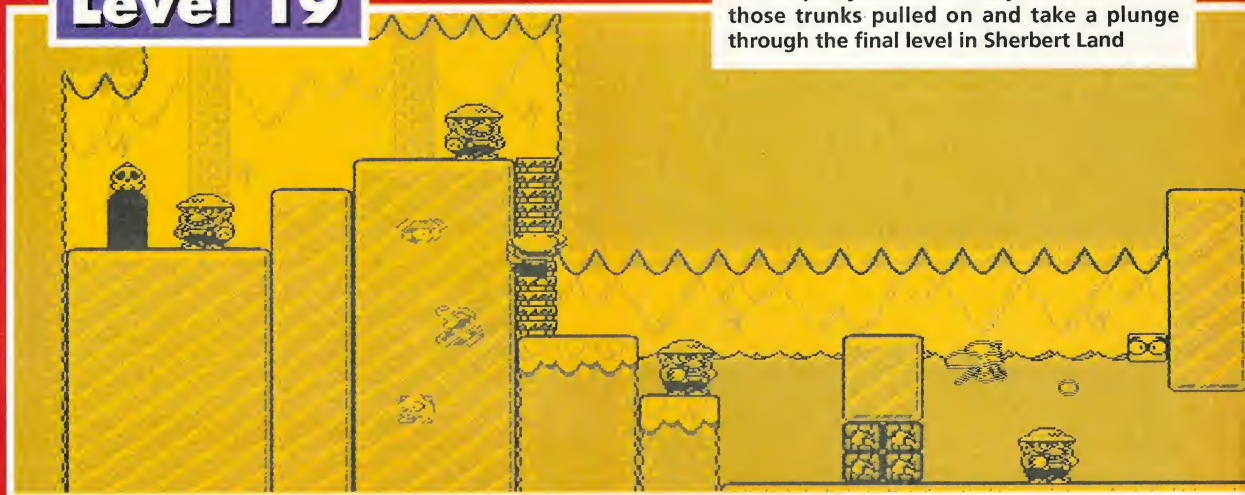
**Continued...**



## Wario Guide Part 4

### Level 19

A simple stage to do really if you take care not to put yourself in risky situations. Get those trunks pulled on and take a plunge through the final level in Sherbert Land





Watch these pelicans. They throw bombs from their beaks so a quick leap onto their heads will temporarily render them useless

Grab the Jet Hat from here to smash the broken blocks away. There's a pleasant surprise in store for you here!

A

These blocks contain a hidden room with 100 coins inside for you to collect

Head out of this door and there's a small run with only one bad guy to kill. Take it slowly, it's not worth messing it up at this late stage

This stage has loads of these traps, so the path to success or failure will be whether you take it all nice and easy or not

This room holds the continue point

**Prepare yourself for the next instalment of the most complete guide in the land. Next month sees Sherbert Land completed...**



# Direct Replay

## STAR TREK

048F46D5 - Infinite ammo for Kirk  
048F45D5 - Infinite energy for Kirk  
04B484D0 - Cloaks ship



## THE FIDGETS

Richard Beckett from York has sent these handy tips for Elite's puzzler:  
03015EDF - gives a flip screen game rather than the usual scrolling

## DR FRANKEN II

Andrew Ferenbach has seen fit to send these codes in to our offices:  
01031CC6 - Infinite lives  
0C06738C6 - Infinite energy  
0A080DC2 - makes Frankie sleepwalk



## NEMESIS

Mark Clapton (son of Eric) has written in with these updated codes for this mega popular shoot 'em up:  
01020BCE - Permanent double ghost ships  
010280C0 - Infinite lives  
010300CE - Permanent top speed  
01030CCE - Permanent shields

## F-15 STRIKE EAGLE

040F15C9 - Infinite NAVs  
04182BC9 - Infinite ECMs  
041E14C9 - Infinite SWDs

## ON THE TILES

Richard Beckett from York is the man to thank for this beauty:  
010103C3 - Gives you a shuffle bonus every time you complete a level regardless of the number of moves you make.

## GODZILLA

Here are a couple of cheats to make your mouth water. Godzilla is the order of the day and we have Bob Murphy from Stockport to thank for these corkers!

00F09FE6E - Infinite lives  
00516D19E - Infinite energy  
016E9FE62 - Start with 2 lives  
056E9FE62 - Start with 6 lives  
096E9FE62 - Start with 10 lives  
0883BFA2A - Godzilla loses half his energy first hit

# GAME GENIE

## SPIDERMAN 2

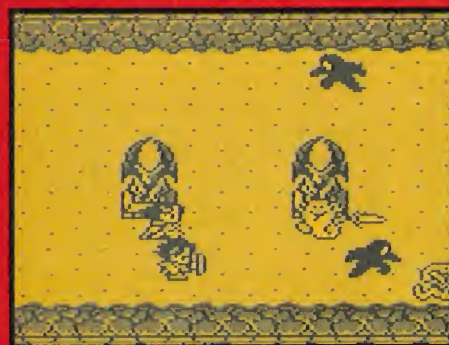
4CA E68 8D6 - Infinite energy  
C64 25F FDA - Chops energy bar in half  
These are from Ian Wheeler who resides in Doncaster

## McDONALDLAND

FA8 B7C 4C1 - Infinite lives  
FA8 47C 4C1 - Infinite energy  
094 E7D E66 - Start with energy at 9 on easy level

## MYSTIC QUEST

0AE 6B9 E62 - Start with all attributes on 10  
32E 6B9 E62 - Start with all attributes on 50  
01E CB9 2A2 + 01E CC9 E6A - Start with 500 gold coins  
FAE 3FC 4C1 - Infinite hit points



## MORTAL KOMBAT

Stephen Darbishire has sent in one rather useful code for this fist fighting favourite and one rather pointless one but anyway, here they are:

89B 13D BD2 - this kills opponents with only one throw  
089 7FE 34C - cuts out part of the playing



**Come on, get those Action Replay and Game Genie codes sent in. If you send in a good one then we might even send you a game in return. Send all your codes to:-**

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# the test of TIME

GB Action, Europress Publications, Europa House, Adlington Park, Macclesfield. Don't forget to state which game(s) you'd like to see.

Here's another fun-packed retrospective just for you people who collect Game Boy antiques! Why not take a trip with Dr 'Biff' Who through the timelines of the Game Boy world?

**G**ames come and go, and when the new ones arrive the old ones get put in the bottomless GB drawer into which, apparently, some very small children have actually fallen, never to be seen again!

But each month some brave old soul – me actually – delves into the drawer just to fish out some of the 'senior' releases.

So come with me and take a peek at the best of those retired old classics and let's find out how they stand up against some of their younger brothers. It's all very interesting you know!

We mark the games with Tardis', five for the best games, one for the worst! Read on.

## WWF SUPERSTARS 2

Acclaim 80% Issue 12

**T**he ridiculous muscle malarkey returns. But this time it's the second game in the series. I do actually remember the first one because it was one of the first games I bought for my Game Boy. Boy was I chuffed! And I'm not being sarcastic. How I loved the tinkly wrestling tunes which were the proper ones that they came running out to in the real wrestling world. Why? I don't know! I was very young, I didn't know what was right and what was wrong. I'm bobbins aren't I!

The first wrestling game was actually quite good. There were plenty of wrestlers to choose from and the graphics were quite chunky. This really helps when you haven't got much light and you're having a dabble on your old GB. You see, my brother also had a Game Boy, and funnily enough he also had a copy of the game. We spent endless hours throwing each other to the canvas and occasionally we'd also have a go on the WWF game, bizarre eh?

WWF Superstars of Wrestling has changed a great deal since the last one. The graphics are smaller, it's slower, the angle of play is a viewed a lot further out – basically you're viewing the action from the cheap seats at the back, while in the first one, you had a fantastic view of the action, £50 front row tickets it seemed like.

The number of wrestlers is ridiculous, I mean six wrestlers is hardly much of a choice! In the first one



Sweaty madness begins to take place as two steroid-filled blokes grapple! Oo-er

### WARP RATING

WWF Superstars 2 is much like the never-ending series on Sky; it seems the same every week. I mean how far can you go making wrestling different? Change the rules? No, I don't think so. It's the bin for this one, which helps clear our drawer out a bit...



A hefty choice of wrestlers is the order of the day! Honestly



# TRACK MEET

**Hiro 70% Issue 2**

**T**rack Meet is on import. I'm not absolutely sure whether you can get the British version or not. If you do want the British version, it'll most likely be under a different name; you have been warned!

Track Meet is the sort of game that'd suit Sally Gunnell or maybe even Linford Christie. Yes, you've guessed it, it's a game with loads of

running, jumping and batons!

Athletics is the order of the day. It's about time some software house brought out a decent athletics game on the Game Boy. This type of game, I don't know why, always seems to suit the GB. All you have to do to take part in the action is to press the buttons as fast as you can! Wa-heey, makes a change from waggling your stick, eh?

You take control of a normal looking bloke who has to race against a series of very strange opponents. To begin with you have to beat a huge muscular-type guy with an IQ of about 2. I very much doubt you'll beat him in the weightlifting challenge but you'll beat him hands down in the running events.

Track Meet is a real fine game to play. The sprites are



Look at Boff go! He's steaming he is. He's giving it legs he is



On your marks, get set... Go! Oh lordy! I've forgotten my trousers!

## WARP RATING

This game is brilliant! There aren't many games of this genre so if my calculations are correct then Track Meet should last until someone decides to bring out an athletics game to beat this. The only one that springs to mind at present is Track and Field.



nice and easy to see, the music isn't too hot, but it's an athletics game! Surely you don't care about the music in an athletics game! You do, oh dear! What sad people you are.

Anyway, even the way the graphics scroll is good. This is unbelievable. Not many Game Boy games have tackled this sporting theme. But this came as a pleasant surprise as I sat down with my Game Boy for at least an hour. Come on! Let's see some more sporty games. The Game

Boy can handle a lot more than platform games!

So, If you are a sporty person or you're after a breath of fresh air from the world of shoot 'em-ups and platformers then I suggest you get down to your local games store to see if they have it. I honestly think it'll be difficult to get hold of with it being on import and that. It's worth the effort though!

# GARFIELD

**Kemco 86% Issue 16**

**I** have to say that Garfield is becoming extremely old and dated. The idea behind this character is getting sooo boring! More up-to-date ideas such as The Simpsons, Itchy And Scratchy and Biker Mice From Mars are the 'in' cartoons.

I can only apologise to the Garfield fans among you because you are very sad. I cannot stand the stupid cat, whose idea of life is sleeping and eating... hmm, now hold on a tick. It's just the way he's so smug. On the other hand there's Odie! What a fantastic idea that is, why don't the makers of the cartoons and the writers of the books pull their finger out and introduce a cartoon where Odie is the main character? It'd be a whole new money making scheme. I know I wouldn't mind walking around with Odie printed on my T-Shirt!



Garfield's about to encounter a teeny weeny explosion. Ahhh, pity it's not a nuclear bomb!!

So there has been a cartoon series, posters, books, T-Shirts and many others. I suppose it was obvious that a computer game would follow. Anyway, I'm told that Garfield is exactly the same as The Real Ghostbuster apart from the sprite changes. So, if you do happen to have The Real Ghostbusters then stop reading. If you don't happen to have it then you still might be interested. but not for long.

Garfield is basically a bog

standard platform game with nothing special thrown in at all. The Garfield sprite looks nothing like him, the music is rubbish and the scrolling is ultra-jerky! I can't even work out a plot.

Maybe this is just down to my aversion to the overweight cat, but I wouldn't even accept this if I was given it free! I'd much rather go and pay £20 to have someone punch me in the face 50 times. Hey, it's a darn sight more entertaining than playing Garfield.

When Andy reviewed this in issue 16, I think he must have been very ill. I think he must have been suffering from the disease giveagameahighscoreeverytime-itis! It's a rare disease but quite common in reviewers!

If this one was released today, I would phone up Kemco (the people who made the game) and tell them right away to stick to making coffee beans! Ha Ha Ha.

Why isn't Garfield stuffing his face full of cream cakes?



## WARP RATING

I think I've summed this up pretty well. The character is tired and the game is too. There are so many fantastic platformers on the Game Boy you have no excuse. If you love the comic strip's humour and still go round wearing Garfield T-shirts see a doctor





# CHASE HQ

Elite 62% Issue 4

I can remember Chase HQ from my old Atari ST and Amiga days. I also seem to recall that it was one of the better racing games at that particular time. But then along came console versions, closely followed by the Game Boy one. This was one big mistake! Chase HQ was one of the first games ever to appear and to be honest it was rubbish.

On the Amiga, Chase HQ had good graphics, adequate tunes and nice smooth gameplay. The car actually looked like it was driving on the

track. And this is where some games can really fall flat on their faces! The graphics could be amazing and the music could be the best ever, but as soon as you slap it in your GB, it still has to be realistic. If it isn't it fails miserably.

I found that the best feature in Chase HQ is the fact you have to, funnily enough, chase the bad guy's car and then ram him off the road! This was a pleasant surprise after having played so many racing games where you have to get to the finishing line in a certain time. These can get extremely boring and most of all frustrating.

The graphics are fairly bland and are backed up by the worst gameplay in the world. The music doesn't even get a mention! If you're after a game where you want

Burn rubber to the extreme in Elite's rather below average racing game!



Coming out of the tunnel at top whack! Not in this game you're not

non-stop racing action packed full of thrills and spills you might as well go home.

I'm afraid there aren't many decent driving sims on the GB. If you are a die-hard racing fan then I seriously suggest you check out F1 Race. Its best feature is the four-player link option, so if you have plenty of friends with Game Boys then I'm telling you to steer clear of Chase HQ. It's certainly not a must!



Heading towards Sun City. If only you could actually get there. Tch!

## WARP RATING

New games come out, old games fade away and this is exactly the case with CHQ. It's just a basic driving game and no more. I expect more racing games to be released in the near future, so I'd advise you to hold on to your cash. It just doesn't stand the Test of Time.



# PANG

Hudson Soft 74% Issue 13

Pang, also known as Buster Bros in America, is ingenious in its simplicity. The idea is that a number of balloons appear on the screen and you have to shoot all of them without touch-

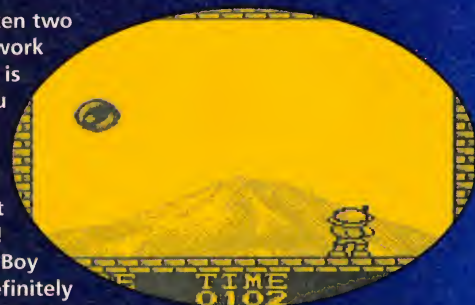
ing them. If one of them does happen to bounce on your head, the effect is much like a water balloon! I know it sounds simple, but I'm afraid it's not.

The balloons split up when they're hit, making many more smaller balloons. When you shoot them, different objects drop down. You can pick up more advanced weapons like lasers instead of your basic harpoon. You can collect a clock which stops the balloons in mid-air, ready for you to shoot!

The graphics must have taken two seconds of strenuous brain work to come up with. The music is equally bad, although you don't really notice it because you are just far too busy trying to avoid and shoot the multiplying balloons. It gets extremely hairy at times!

I'm not a big fan of Game Boy shoot 'em-ups, but I could definitely tear myself away from some tediously boring schoolwork to play it. I really enjoyed playing this no matter how often I ended up getting killed and I still wanted to start it again and get further.

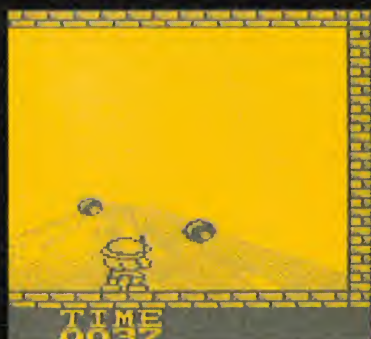
This game definitely gives me a rush of blood in the front pelvis area. Wa-hey!



Simple it may be. Enjoyable? You'll have to see!

## WARP RATING

I don't think it's the best shoot 'em-up on the Game Boy. There are far better games available in your local games shop to spend your money on - R-Type, for one may not be as addictive, but it will last you a hell of a long time, much longer than Pang.



Ooooh! Watch out for the bubbles. They're full of washing-up liquid!



You can travel all over the world busting bubbles. Why? Don't ask me, it's not my house!



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As Manga continues to gain in popularity, we take a look at two of the latest video releases: the fifth Guyver and a stunning treat from four female writers

# MANIC MAN



## THE GUYVER Data 5: Death Of The Guyver

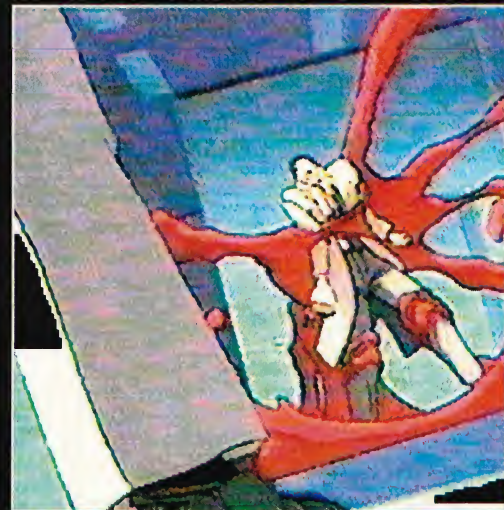
**A**s the Guyver series becomes more and more complex, so sales have soared. Each episode has shot straight in to the top five in the video charts and this will be no exception to that rule.

We're almost halfway there after a hefty two hours of tape from the previous four chapters and things are really hotting up. The fifth chapter of twelve sees arch villain Commander Gyou telling his men to transform Makishima into a powerful Zoanoid.

This Zoanoid in turn has an enzyme more than capable of disintegrating the Guyver's armour.

Gyou kidnaps his girlfriend and her brother forcing the Guyver to take on the mega powerful Makishima in the battle of a lifetime. There can be only one winner. The loser loses everything, including his life.

**Cert: 15**  
**Price: £5.99**  
**Out: August 8**







# MANGA



## TOKYO BABYLON

**T**his collaboration between four female writers together named Clamp has some pedigree to its name. Clamp work in a unique fashion, taking turns at writing and illustrating. Madhouse are responsible for the animation and will be best remembered for their stunning work on the previously released *Monster City*.

Part 1 of *Tokyo Babylon*, like many Manga videos, is set firmly in modern day Tokyo.

The MCC Corporation are in the process of building their brand spanking new and hi-tech Project 5 headquarters. Nothing ever seems to go to plan in Manga movies; they'd be rather bland affairs if it did and this is no exception.

No sooner has the construction begun than a series of strange accidents occur, resulting in some bizarre deaths. This will naturally not do, so the company's president hires a professional medium to perform an exorcism on the site.

Unfortunately, before the medium even has the chance to begin, the company's president Mimura becomes the next fatality.

Only one man has remained beyond suspicion until this point: Shinji Nagumo. And it's a little odd when he's been the closest person to each of the victims to date. But now Mimura's sister has a little something to say on this matter and she's after Nagumo. And she certainly isn't happy!

**Cert: 15**  
**Price: £10.99**  
**Out: August 8**

# COMPETITION

Up for grabs by five lucky winners are each of the August releases mentioned above courtesy of Manga video. Prepare yourself for a visual feast



## QUESTIONS

1. Each episode of *The Guyver* contains a cartoon strip on the reverse of the sleeve called:

- a) Hellkatt
- b) Hellfudge
- c) Hell and Back

2. *Fist Of The North Star*, an old Manga classic introduced one of the genre's favourite superheroes. What was his name?

- a) Tetsuo
- b) Ken
- c) Brian

3. Name the creator of these movies: *Fire Tripper*, *Laughing Target*, *Mermaid Forest* and *Maris The Wondergirl*:

- a) Yoshiki Takaya
- b) Clamp
- c) Rumiko Takahashi

**Manic Compo, GB Action,  
Europress Direct, PO Box 2,  
South Wirral, L65 3EA**

**Name** \_\_\_\_\_  
**Address** \_\_\_\_\_

**Post Code** \_\_\_\_\_ **Age** \_\_\_\_\_

**ANSWERS** \_\_\_\_\_  
**1)** \_\_\_\_\_  
**2)** \_\_\_\_\_  
**3)** \_\_\_\_\_

Answers to be in by October 20, 1994

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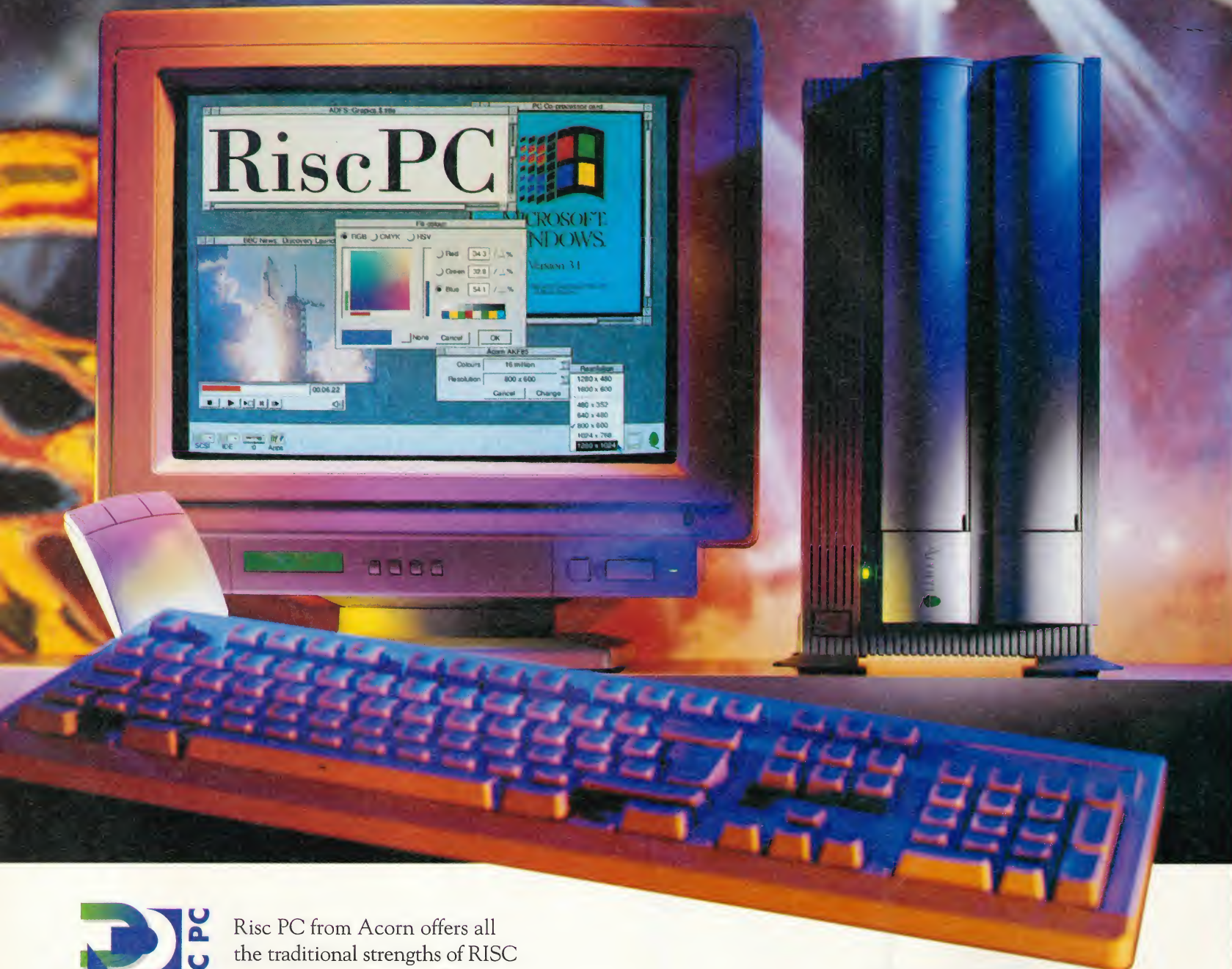
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# COMPETITION



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2) \_\_\_\_\_  
3) \_\_\_\_\_

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Answers to be in by 20 OCTOBER 1994.

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Take this voucher (below) to your nearest Future Zone store and purchase a copy of Yogi Bear's Gold Rush. The kind people behind the counter will then hand you a FREE AC adaptor.

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### QUESTIONS

1. Name the National Park in which Yogi and his buddy Boo Boo live.

- a) Yellowstone  
b) Greenstone  
c) Jellystone

2. In the game Yogi Bear's Gold Rush, what has been stolen?

- a) Yogi's underpants  
b) Boo Boo's handbag  
c) Jellystone's funds

3) What do Future Zone sell?

- a) Every piece of computer equipment you can think of  
b) Jazz mags  
c) Sandwiches and cakes



**T**he friendly people at Future Zone have joined forces with Gametek to provide this exclusive competition. Yogi, enjoying a recent release and a rave review (91%) in GB Action will be given away to ten lucky readers. However one of the winners will receive the full treatment and win a SNES along with a Super Game Boy and one spanking new Yogi cart. Your eyes deserve to be treated to some TV gaming for a change. It's the latest add-on for your handheld and it's up for grabs. All you have to do is answer the three really tough questions above!



# WRITE HERE WRITE NOW

**Hey, this is getting interesting – nearly. Long letters, serious points on matters of importance to all Game Boy owners. Can it last though? Hope so**

## Fishing... ha ha ha

Dear GB Action,  
Five or six issues ago someone wrote in asking if there would ever be a fishing game on the Game Boy and you said you couldn't see why there wouldn't be one. Wait and see.

Well, is there one coming out and if so, when and what's it called?

PS Your mag is cool!  
Mr Anonymous, Kent

*You want a fishing game? How sad. I'm not surprised you daren't include your name. Well, Black Bass Fishing was actually available on import. Much to the disgust of the GB crew who were waiting to see this new low in Game Boy gaming (was that a pre-judgement?) it never arrived in the office. Should anyone out there have purchased the game we'd appreciate it if we could borrow it for a couple of days. We could do with a good laugh.*

## New recruit

Dear GB Action,  
Firstly, I have just bought my first issue of your magazine and offer congratulations on your managing to produce an entertaining mag for a limited audience.

It is interesting to see that even Game Boy owners are getting into the old violence debate. With the tiny screen and limited graphics it would be a miracle for anyone to be influenced by a GB game. Personally, I side with the games players - it is ridiculous to blame computer games and even videos for the currently high violent crime rate. Hitler burned books, will Major and the crew burn video games?

If you want to add a useful feature to your mag, I suggest a budget retro section. I have noticed that many Game Boy games are available for £14.99 or less, such as 'Rodland', 'Castlevania 2' and 'Total Carnage'. You could re-review these games, taking into account the price and advising where they can get such bargains.

By the way, what do you think of 'Total Carnage' and 'Championship Pool' which are not in your listing?

Alan Holloway, Lawrence Weston, Bristol



*'Test Of Time' and the new, updated, more comprehensive 'Buyers Guide' pretty much do the job of covering many older games. That OK?!*

## Foreign interest

Dear GB Action,  
Hi! I'm from a small country called Malaysia. Maybe you haven't heard of this country but never mind about that, at least

## Girls play too

Dear GB Action,  
Whilst reading your magazine I noticed all the people who claim to have finished Tetris Game B – level 9, 5 high are male. So I thought it was about time a female did it.

[Description of what happens, censored to keep those still trying guessing].

I hope you believe this.

Emma Lewis, Tewkesbury

*Of course we believe you, Emma. Welcome to the 'star Tetris player club'.*

Dear GB Action,  
I bet you've been swamped with letters following your challenge to Tetris addicts. Am I the first woman to complete level 9, 5 high to see the [censored]

take off at the end? My husband doesn't believe I've done it so please let him know this is correct.

Another challenge to lay down: on Game A, our six-year-old daughter Nicola has so far managed 87 lines. Is this a record for a youngster? She'd be proud if it was.

Mrs. Karen Taylor, New Oscott

*Well, Emma's letter arrived a couple of days before yours, Karen, so you could well have lost out – just. But you can inform your husband that you have completed the challenge – and that's official!*

*As for Nicola, as of this moment this certainly is a record. And we would of course be interested to here from any more infant entrants?*



my letter will drop through your letter box. In my country, your mag is one of the most famous mags for Game Boy owners.

I wanna know the review for 'Final Fantasy Legend 3'. Is it a good game? Is it worth buying Mortal Kombat and Final Fantasy? Don't ask me to buy Zelda because I own it already. It's a real challenging mind game. I like it. It's really worth more than 97%. And thanks for your tips on Zelda. Lee, Malaysia

*The worldwide appeal of GB Action goes on. Ah yes, Malaysia, now that's sounds like a fine place to visit on a 'Through The Keyhole' feature!*

*Well Lee, FFL3 hasn't been reviewed because it's only available on import at the moment. We try to cover official releases mainly, simply because they are generally available to most people. As far as we know FFL3 is pretty decent, much the same as the other two. We'll let you know any more should it be released officially.*

*Wait for MK2. It should be a lot better than the first version.*

## More overseas

Dear GB Action,

I'm a 12-year-old pesky Belgian kid who always buys your mag. But what is going on? In your new mag I found four to six reviews which is far too few. I'm not complaining about Manga or 2Unlimited because I like them too.

But why do you have to be 15 to 18 to see Manga. It's ridiculous.

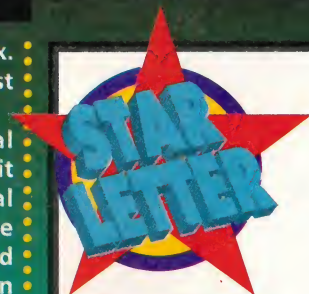
PS Sorry about my English but I only learneded (sic) it by your magazine.

Ken Mommaerts, Belgium

*Well Ken, summer's always a bit of a slow time for game releases. It picks up towards Christmas so you'll see loads then.*

*Sorry but we can't do anything about Manga film classification, although some of it does deserve to be rated 18.*

*PS I'm not sure GB Action is the best place to learn English [I'll second that - Dave]. Perhaps we could do, 'Learn English the GB Action way' as a sideline.*



## Discussed at length

Dear GB Action,

Firstly, if this letter is fortunate enough to be printed I hope it won't be too drastically edited. I hope, also, that the points I'll make are valid. I believe so, but I am aware that I do tend to waffle. Needless to say, but much that it pains me to admit it, [is this where the waffling starts? - Rob] I agree with your vast kiddy readership - I'm totally happy with the magazine.

I've noticed an inkling of an attitude that the staff have about game cheats. I honestly can't understand what satisfaction someone can get out of a game knowing they're used an aid, a sentiment with which you appear to agree. To quote from issue 28: "cheat devices are fine but wouldn't you get greater satisfaction completing a game using your own skills, wits and talents?". Cheats can't possibly give you the feeling you have when you've completed a game so csn you or anyone please enlighten me as to why they're used? Surely the whole point of playing the game is lost. Why do people "like to cheat at their games rather than complete them using pure skill"?

I'd like to voice my admiration of Manga. GB Action has printed several abusive letters regarding the publication of Manga articles so, although they are irrelevant to Game Boy systems, you're crying out for some defence. I wondered if any of the offensive culprits had actually seen any Manga releases? Surely if they had they would shut up. Do none of these people realise the world class quality of the workmanship that actually goes into these animations? Not only is it skilled scriptwriting but dozens of paintings are made for every second, amounting to millions upon millions for the features they've made. If you don't like the style just appreciate it and respect it but don't slag off what you couldn't possibly comprehend. Apologies for any harshness but it's justified.

Don't you think game carts should have demos at the beginning a la video film style? If you wait long enough at the start of Mario 2 and Wario Land there's a demonstration of the actual

game but how come none of the companies have thought of demonstrating other games as a form of advertising? Excuse my ignorance if they already have.

And finally, what's the best and hardest platformer? Wario Land took me four days to exhaust. I need something longer lasting.

Oh one last thing [we've got this far so one more comment ain't gonna hurt! - Rob]. On the GB panel in the reviews section maybe along with 'gameplay, presentationa and lastability' you should include 'value for money'. I'm sure all us thrifty beggars would be pleased with such an addition.

Miss H Easton, Normanby

*Phew! That was the full, uncut version of War and Peace - nearly! So, to some responses: glad you like the mag!*

*For cheat devices, my personal opinion is that they spoil the whole object of playing games. But some people who perhaps aren't so good at games need some form of help. These people have to be catered for and it's simply up to personal choice whether you use cheat devices or not.*

*Manga does have a vague Game Boy connection, namely the possible release of Akira although details of availability are still a it sketchy. But it's still popular with a large proportion of our readers. So it stays!*

*Hmm, demos on games. It's an interesting idea and could perhaps be used to advertise older games. Obviously, newer games couldn't be included because many won't be finished and all sorts of things can happen to a game as it goes through the development and programming stages. But it's still an interesting idea that companies could take on board.*

*And finally, try Yogi, it's huge and challenging but easy to play. An absolute dream.*

*And finally, part two! Value for money is indicated in the overall score - is a game worth you forking out £25 for? If the multiple game carts take off as everyone hopes they will, then a greater emphasis on value for money could be important - we'll see!*

**WRITE HERE  
WRITE NOW**

**GB Action,  
Europa House,  
Adlington Park,  
Macclesfield,  
SK10 4NP**



# ASK DOCTOR ROBERT

**WRITE HERE  
WRITE NOW**

**GB Action,  
Europa House,  
Adlington Park,  
Macclesfield,  
SK10 4NP**

**How many problems can Game Boy games pose? Judging by the mail bag, loads. But keep them coming to keep the Doc busy**

## DICK PROBLEMS

I am a very stressed out individual. I recently bought Wario Land and Home Alone 2 for my Game Boy. Please answer my questions or I'll buy a Game Gear and subscribe to one of their mags instead.

1. Please could you tell me how to get into the lift in the first level of Home Alone 2?
2. Are there any cheats for Super Mario Land or Wario Land?

Nigel Dick (it's my real name), Perth

*There shall be no comments about your amusing surname at all. Promise! But you must have something wrong with you to go and actually pay money for Home Alone 2. Try walking into the lift, or pushing up, or pressing any of the buttons, or something like that.*

*As for SML and Wario, there aren't really any cheats as such. Secret areas are found all over the place, alternatively there are Game Genie and Action Replay codes such as:*

*Action Replay: 010215DA - Infinite lives  
0C02B5FF - Mario has fireballs permanently  
Game Genie: FAF FAF FAF - An invisible bubble will allow you to fly all the time.  
008 60A E6E - Infinite time  
8BE 65E 53B - 'Michael Jackson' Mario (? try it!)*

*And there isn't a Game Gear mag.*

## ZELDA AGAIN

Please can you tell me how to 'bomb the wall across the pit' as it says in your guide (letter D no. 12). Please tell me where to put it as it either falls into the pit or it's too far away.

D Gay, Essex

*Had to have a Zelda problem in somewhere.*

*Look carefully at the map and judge how near to the edge you can drop the bomb. It's just a question of plonking them in the right area until one of them does the trick.*

## GENERAL ENQUIRIES

1. Do you know any Game Genie codes for Empire Strikes Back?
2. What do you think is the best game out of Zelda and Wario Land?
3. Will there ever be a Return Of The Jedi for the Game Boy?

Richard Gordon, Kemnay

1. Erm, no. It seems to be about the only game for which nobody knows any codes. So, a plea for assistance. Does anyone out there have any Genie codes for ESB.
2. Zelda without a doubt.
3. Maybe. There's a version due on the SNES but don't hold your breath.

## WHERE WARIO?

Can you please tell me how to get to course 18 on Wario. A map would help me.

Adam Williams, Abbeymead

*Look no further than Andy's stunning guide to find the exit from course 16 to 18.*

## DARKWING DUCK

I am stuck on Darkwing Duck. I cannot get past the genies on Mega Volts level. Please could you tell me how to defeat them or get past them? Also, could you tell me any more cheats you know for it.

Chris Jolliffe, Cottingham

*Hmm, I know that in the sewer there's a secret level. Fall down the gap to the second section of the level, hold onto the pipe*

*at the left of the screen and shoot the character to the right. Then, fire your sucker gun so that you can make a platform to go through the corridor he was in. You'll find an extra set of platforms with two extra lives.*

*To kill Quackerjack, run to the right and stand under the bloke who drops banana skins on you, which miss. Face left and move up and down the platform shooting at Quackerjack. He's quite easy to avoid and so should die fairly easily.*

## KIRBY'S PINBALL

Please could you tell me if there are any cheats for Kirby's Pinball?

Paul Warren, Gloucester

*Certainly. If you want to go straight to the bonus games hold down Left and Select on the title screen and press B. You should see a white cat now. Then press Start and you're there.*

*To get to the bosses press Right, Select and B on the title screen and you get a black cat walk across. Press Start and face the bosses.*

## PINBALL DESIRES

Will Pinball Dreams 2 and Pinball Fantasies be coming out for the green screen?

Rick Cartmel, Cheshire

*PD2 no but Pinball Fantasies will probably be out on the Game Boy at the beginning of next year.*

## GENIE TROUBLE

1. How do you kill the Genie on Wario Land?
2. Please could you tell me the finishing code for Dr. Franken?

Ben Proctor, Earby

*1. You have to throw the lamp so that the clouds rise. Jump on the clouds and then jump on the Genie's head. Takes a bit of practice though.*

*2. Type in: FYPBH 2L5N(Heart) (Heart)K20Z and you'll be in the next to last room and ready to finish.*



## Sneaky Snakes

Tradewest

Sonya Snake has been captured by the nasty nibbler, and it's up to you to get her back. There are 16 levels to eat your way through. At the end of each level there is a weight machine and you need to eat and eat to put on enough weight to trigger the gate-opener. Instead of the usual time restrictions, an axe comes to kill you when you run out of time.

So are there any bad things about this game? Yes! You get fed up of it before you complete it and the time limit is pretty short. Not much scenery on show, but it changes from level to level. Quite a good game to get your fangs into.

Edwin Thompson, Midlothian

86%

## Phantom Air Mission

Activision

Some readers may know this game by its other title of Turn And Burn. Why they decided to give it two names we can only wonder.

Anyway, P.A.M. is your average everyday flight sim, in other words miles and miles of empty sky (no clouds?).

The object of the game is to locate enemy aircraft on your radar which means climbing to unbelievable altitudes and setting your bearings (oo-er) to the same heading as your enemy, before you shoot them down, then descending to land on a passing aircraft carrier. The missions get harder and harder with more aircraft appearing on the radar.

The trouble with P.A.M. is that to shoot down one enemy can take up to five minutes which is boring so to shoot a screen full can take ages. There never comes a point in the which the game says: 'Well done, game over' which is most unsatisfying. Although P.A.M. is recognised as the best flight sim on the market, flying aimlessly can become a tad tedious.

OK, if you have money to burn.

Dean Young

67%

## Who Framed Roger Rabbit?

erm...any offers?

Who framed Roger Rabbit was an OK film in the cinema so you might think that the Game Boy version would be good. You take the place of Roger Rabbit who, after witnessing the shooting of a friend of his, has to find Jessica, who has been kidnapped. He can pick up shoes which make him run and other items such as a gun. This game is disappointing and Roger walks far too slowly, and the levels are virtually the same. The only decent thing about it is the game music. I certainly don't recommend it and luckily it's quite hard to buy, as it's only on import.

Lydia Gifford, Leamington Spa

46%

What is it about Public Eye that makes it so popular? You never know, we may allocate more space to it, so keep 'em coming. See your name in lights!

# PUBLIC EYE

## Wario Land

Nintendo

This is one of the best games I have ever played. You are trying to steal money from Kitchen Tool Pirates (as you see Wario isn't the good guy in this game) but still Wario's search for money is quite an enjoyable one. I have got to admit that this game isn't really hard but still there are tricky levels. I have had it for about two weeks and I have managed to get to level 30 and there are over 40 levels. You can be Dragon Wario, Jet Wario and Bull Wario by getting a pile of hats. There are lots of hidden lives and rooms. The graphics are superb and the gameplay is outstanding. It also has a battery back-up so you can start right back from where you left off. This is the best Mario for the Game Boy.

Karan Nargas, Ayrshire



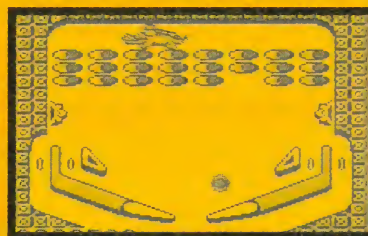
95%

## Double Dragon 2

Acclaim

This game is the dullest game I have ever played. This game is so boring as you stalk the streets and fight your way through the odd wave of henchmen getting mangled every so often. There are only six attacking moves: a grab, a punch, a kick, a high kick, a flying kneedrop, and an aerial uppercut. Overall this game is totally thrill-less.

Michael Crompton, Ireland



14%

## Revenge Of The Gator

Nintendo

Not long after the launch of the Game Boy, Revenge Of The Gator burst into the shops. And it was the best pinball game on the machine. Oh all right, so it was the only pinball game on the 'Boy, but don't let that put you off.

You know from the point at the

## Super Mario 2

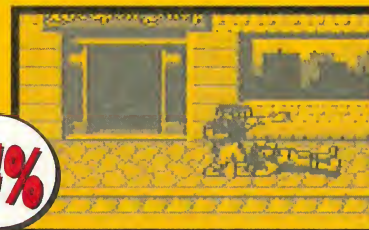
Nintendo



I switch on my Game Boy. I start the game. Cor! I say, what clear graphics. Wow! What a catchy tune. Strewh! How well designed these levels are! But, Oh deary me. Look at the gameplay. The pace is too slow. The levels are too easy. Heck, even the last level is doable Sacrilige!!! Mario's task, I'm afraid does not contain sufficient lastability for your £29.99.

Matthew Salmon, Norley

70%



title screen when three 'gators march on to the screen and perform a dance routine that this game is going to be funnier than the Spitting Image omnibus. You start playing, and you are greeted with rendered saurians who swallow your ball and spit it out elsewhere, hit it with their tails, or are simply there as targets! Keep playing, and you'll discover new bonus areas and features. However, after a month or so, you may become just a tiny, little, miniscule, wee, microscopic bit bored with it. It depends on whether you like pinball. If you can't stand it, well, try before you buy. But if you like it, love it, or adore it or anything like that... get this.

Andrew Parkhill, Northern Ireland

78%



# BUYERS GUIDE

The GB Buyers Guide is the definitive guide of what's hot and what's not in the world of the Game Boy. This is where the truth is found!

## PLATFORMS

### Addams Family

**Ocean**  
Although graphically this may not be tremendous, it's a fun and challenging game with plenty there for the taking. Competent and cute, it'll appeal to any platform loving fan of the movie. 80%

### Adventure Island I & II

**Hudson Soft**  
Two playable if not overtly difficult romps taking you around various islands in a bid to find your lost girlfriend. Nothing new on display yet nothing to slate either. 70%

### Asterix



A well buckled together and challenging romp through a richly diverse range of lands is what you're getting yourself into with this lively game. Nothing unique about it and very much in the Mario vein, with plenty of finger flexing to set your pulse racing. Tres bon! 82%

### Alien 3

**Acclaim**  
The bitch is back in a search and seek out the baddies puzzling extravaganza. Plenty of exploration and maze-like complexities that make for a teasing and very enduring challenge against the Aliens. 90%

### Alien vs. Predator

**Activision**  
Two of the meanest big screen monsters are brought together (via comic books) in a seek and destroy action-cum-platform adventure. You play the Predator against a rampaging horde of Aliens. Only the best survive. Fine presentation of sound and graphics with endearing gameplay make this one to look out for. 84%

### Balloon Kid

**Nintendo**  
A weird adventure in which you chase balloons over a number of taxing levels. Simple and fun and very cute, there are oodles of hazards to dodge and power-ups to grab. Despite this it's a bit too tedious. 71%

### Bart Simpson's Escape from Camp Deadly

**Acclaim**  
A fun and addictive cartoon licence that does Bart justice. In what other game do you get a full-on food fight? With arcadey overtones and lots and lots of challenging layers, this will certainly take some beating. 86%

### Batman: Animated Series

**Konami**  
The Dark Knight at his darkest in this fine action adventure. Based on the cartoon series, Batman has to defeat The Joker, The Scarecrow and Mr. Freeze among others. With dark and moody graphics adding to the Gothic style feel this is a top challenge and a must for fans of the series. 89%

### Batman

**Sunsoft**  
A platform-cum-shoot'em-up that models itself on the golden Super Mario Land. Batman romps along at a very snappy pace with tons of triggers to

pull on the baddies. No sign of Robin though, which is a little bit of a shame. 80%

### Batman: Return of the Joker

**Sunsoft**  
Dead, dead tough but certainly worth plugging away at - this gets old rubber pants' sequel off to a good start. Truly excellent sound effects and well snazzy graphics complement the superb gameplay. Loads of mileage for your hard earned money is assured here. That blinking Joker returns once more! Catch him if you can in this whopping challenge! 87%

### Bill and Ted's Excellent Game Boy Adventure

**Acclaim**  
A truly excellent game for any bodacious player that'll appeal to everyone. Pretty damn hard but pleasantly so, each stage presents a tip top challenge. Graphics are a touch on the naff side but the gameplay is ace. Bound to keep you air guitaring for ages. 90%

### Blues Brothers

**Titus**  
Shades on everyone! Time for a true merry go round of fun and frivolity as you cruise up and down stairways and along pulleys in a desperate search for your missing instruments. Brilliant music and graphics and a rock solid platform romp around rock 'n' roll land make this a worthy addition to any collection. 90%

### Bomb Jack

**Infogrames**  
A very simple but nevertheless addictive arcade conversion in which you boing around the screen destroying countless fused bombs. There are 60 levels to negotiate if you can last the pace that is. 80%

### Bubble Bobble

**Taito**  
A stormer of a game. Extremely addictive straight from the word go with over 200 levels and OKish graphics. Packed full of fun but a bit easy. 87%

### Bubble Ghost

**FCI**  
Blow a bubble, carefully guiding it through 50 odd hazard infested screens. A game difficult enough for hardened players who think that platform romps are easy. 90%

### Bram Stoker's Dracula

**Sony / Psygnosis**  
Does Dracula suck its rivals fresh out of blood or have Sony released a cart that's all bat and no bite? Well, as long as you put it on the hardest level it's pretty good. Some of the crash detection can be a bit dodgy but everything else is good. Not brilliant but pretty good. 85%

### Castlevania 2



A very enjoyable vampire themed game and one for die hard players to sink their fanged teeth into. It's thankfully much more than just a glorified platform romp as you swing around on ropes and grapple with castle keepers for your life. Vangtastic, well pretty close to it anyway. 86%

### Castelian

**Storm**  
A challenging game that'll stretch your memory and reflexes as you work through seven

different towers. The time limit leaves no room for error and it can get annoying at times. 65%

### Dennis

**Ocean**  
Dennis the menace, American style, is trying to make amends for his numerous misdemeanors. A coin search is the task undertaken by Dennis to help his neighbour, Mr. Wilson. Neat graphics and simple gameplay make this quite an effective platform romp. 82%

### Dragon's Lair

**Elite**  
Incredibly hard but dead dead playable all the same. Graphic detail is stunning as you do anything but roller coaster along collecting hundreds of pieces of a Life Stone. A real stormer of a challenge. 88%

### Duck Tales

**Capcom**  
Set over five levels, there's plenty of exploration to get on down to with everyone's fave Disney characters. Although competent, playable and graphically well presented, some find it a little too easy in the long run. Quacktastic? 81%

### Duck Tales 2

**Capcom**  
A terrific sequel to the top quality first instalment. A globe trotting Scrooge McDuck has to overcome all manner of cunning devices on the way to another mountain of cash. Great graphics and simple gameplay make it a real delight for each and every fan of the genre. 83%

### Edd the Duck

**Laserbeam**  
Set over 12 levels this has all the ingredients of a fun-filled romp yet none of the longevity or class to make it too memorable. Edd's a zippy mover. Sheer momentum rather than skill carries him through some levels. Not bad, but a bit too much like Taz-Mania really. 77%

### Felix the Cat

**Hudsonsoft**  
Well, there's cute graphics and a snazzy character capable of changing his garb and means of transport, but at the end of the day all you get is a pretty average platformer that won't last you very long. Very paw. 70%

## Essential Game Boy Purchases Essential Game Boy Purchases Essential Game B



### Pinball Dreams

**Gametek**  
Silver ball action of the slick-est kind. Three competitive tables pack an arcade full of features. An essential purchase for Pinball Wizards, enchanting. Lives up to it's name and really is a dream come true. One of the most playable carts. You'll be totally hooked. 92%



### Wario Land

**Nintendo**  
It's been a bit of a wait but when he arrived Wario delivered the goods in quite impressive style. While not particularly difficult to complete, Wario's land is full of hidden levels and hidden treasures. Bold graphics and super sonics make helping Wario's search for cash a quite enjoyable one. A top class product. 93%





### The Fidgetts

Elite

A mind bendingly difficult puzzle challenge. Guide Frankie and Freddie through some wonderfully detailed sewers to try and reach a ship to the States. Puzzles abound but terrific graphics help make this toughie quite bearable. 91%

### Fire Fight

iMindscape

Quite a nice little attempt at moving away from the traditional platform environment. You play fire fighters rescuing babies and damsels in distress from burning infernos in an underground station (ahem), warehouse, office block, etc. It's hard work with some fiery obstacles, but does lapse into poor taste. 78%

### The Flintstones

Taito

Yabba-dabba-doo! Well, there's no need to get that excited because this is another stone age platform romp albeit with admittedly excellent graphics. The let-down is that there's no Barney Rubble! 78%

### Tom and Jerry: Frantic Antics

High Tech Expressions

Simple, playable platformer featuring the world's most famous enemies as erm...friends. Join Tom on a scooter avoiding fire hydrants and Jerry in a swimming race as they search through a number of quite large levels. Madcap and frantic action make this one worthy of a look. 85%

### Home Alone 1 & 2

Toy Headquarters

Two sad films have become even sadder games and complete dross is what you get here. The sprites are shamefully slow and gameplay is more laughable than cute little Master Culkin himself, as you endlessly leg it around. Very poor! 35%

### Hook

Ocean

Mixing both flying and beat'em-up sections with the traditional platform thrills, this is a high quality release. Some really great graphics and totally unstoppable gameplay all add up to a near-excellent release. Recommended! 85%

### Indiana Jones and The Last Crusade

Ubisoft

The worlds most well known and greatest archaeologist in his finest adventure. Six large and challenging levels follow closely to the story of the film and provide a great test of skill. The rousing rendition of the theme music helps things along superbly. Very good. 84%

### Joe and Mac

Elite

A clobberingly groovy, great platformer that's hard enough to lure even the toughest of gamers into its snare. Cute graphics and chuckalicious antics make for great all round entertainment through nine thudding levels of charm. 89%

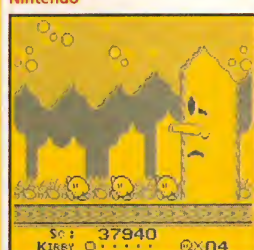
### Kid Dracula

Konami

Although it would seem to be aimed at the younger market, the kid does his best to give you a challenge to sink your teeth into. Full of fun and twists, it's jollied along nicely despite the levels being far too short. 84%

### Kirby's Dream Land

Nintendo



A gorgeously animated and incredibly cute romp around pixie land. The hero Kirby sucks in baddies, then spits them out around six levels. Although very easy it's got bags and bags of fluffy loveability. In other words buy this game. 89%

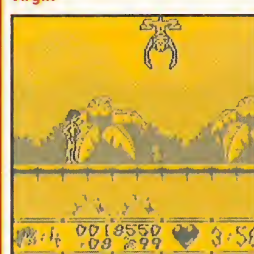
### Last Action Hero

Sony Imagesoft

Arnie's big budget, big flop vehicle is a decent whack at the action/platform style. Some excellent graphics are combined with some varied gameplay but this certainly isn't the totally thrilling adventure it could have been. Sloppy presentation in places undermines some of the good things. 80%

### Jungle Book

Virgin



An excellent movie licence, whatever next? Yes it's a platform game but lo and behold we all liked it. Finding a game which looks excellent, plays well and is seriously addictive is pretty difficult to achieve these days. This is one of them. Thankfully. 90%

### Looney Tunes

Sunsoft

A fun and highly enjoyable hike with super sparkling cartoon characters, simply gorgeous graphics and more than ample variety. It's instantly appealing and engaging but not, unfortunately, too long lasting. 90%

### Max

Infogrames

A very barren, very, very short platformer that's forgettable. Max is a cute character but this can't rescue the failing, sluggish and poor gameplay. 60%

### McDonaldland

Ocean

A competent enough and quite enjoyable jaunt although it doesn't even try to offer anything new. A bit of a cross really between The Blues Brothers, Mario and a Big Mac. 80%

### Mega Man I, II, III & IV

Capcom

Although all four games don't differ much in terms of style or gameplay, the challenge just becomes greater. Mega games for the Game Boy with tons of robotic fury and swiftness combined with endless thrills and spills. Mega! 90%

### Parasol Stars

Ocean

Fight through seven levels brolly bashing everything in sight with some fearsome raindrops. Graphics are pukingly cute with

ultra-dreamy sprites and you'll need absolutely tons of stamina and concentration to make any headway at all. 76%

### Popeye 2

Activision

A darn fine escapade for Popeye the sailor man. He's a fine mover and graphics are clean and not over fussy with plenty of variety through the levels. Modelled blatantly on Mario, it's not as challenging as it could be but there are lots of secret bits to find. 83%

### Pop Up

Infogrames

Just bounce a ball from platform to platform, collecting each and every item on the screen. That's it. Some columns are angles, others you'll need keys for before passing through. Very samey and hard. 61%

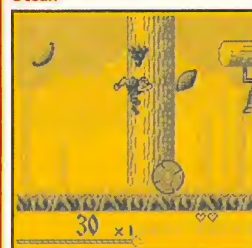
### Prince Of Persia

Mindscape

Silky smooth animation is just the polish on this very sweet turkish delight of a platform game. With some very difficult problems to get around and lots of lasting appeal it's a more mature adventure. The final levels keep you playing on. 90%

### Super Hunchback

Ocean



Addictive gameplay and humorous touches make this one platform game that stands out from the crowd. Rescuing Esmerelda will be a task to cherish for any dedicated platform nut. Almost as good as the ancient arcade game. What more is there to say? 91%

### Pugsley's Scavenger Hunt

Ocean

Not half as entertaining, nor anywhere near as challenging as the first Addams Family game. Graphics and sound FX are mini-

mal and the game merely consists of fatso waddling around the mansion bopping enemies with his overweight bum. 71%

### Rodland

Storm/Sales Curve

Simply executed and mindless meanie bopping is pleasantly entertaining with a strange charm ikeningly cute game. Very reetitive but nevertheless well worth a play about on. 79%

### Speedy Gonzales

Sunsoft

Just what the doctor ordered! A really smart, genuinely fast six levels of unceasing taco-fuelled manic mayhem! Speedy Gonzales exudes death to hedgehogs from every pore as he races across your screen in a bid to rescue his mates. Definitely recommended. 90%

### Spider-Man 1, 2 & 3

Acclaim

If you avoid the first game in this series, you'll have a fine web-sling of a time. Levels are diverse as the webbed one defeats deadly dozens of dastardly foes. Be warned though, Spider-Man 3 is horribly difficult. 83%

### Spiderman & The X-Men

Acclaim

A far cry from the previous three carts with an almost impossibly bland plot and gameplay. The webbed one, along with his buddies the X-Men, must defeat Arcade in his own rather nasty theme park. Poor gameplay and graphics really let this one down. 57%

### Super James Pond

Ocean

Make it a meatier challenge and this may well have been a straightforward winner. As it is it certainly invites plenty of exploration with lots of winsome characterisation and graphics, but there just aren't enough baddies to occupy you fully. It's also more than a mite difficult to see what's going on at times on account of the constantly black backgrounds. 80%

### Star Wars

Ubisoft

Varied and absorbing. This lasts longer than a Tatoine Winter and is far more fun. With a playably faithful version of the film's event it's a class product,

## Essential Game Boy Purchases

### Lemmings

Ocean

The monochrome Lemmings may lack the cuteness of their console big brothers but the playability is there in full effect. 100 levels will keep you up all night and use up all your spare battery collection. Puzzle players will find a lasting challenge to fall in love with and marry. 95%

### Monster Max

Titus

Utilising a genre rarely investigated on the Game Boy, Titus unleashed one of the most refreshing carts ever to appear on the beloved small screen. The stunning isometric views coupled with the graphics and the simple gameplay mean that Monster Max sets a new standard for others to follow. A killer game with level after level of 3D fun. A complete success in every department. 94%



### The Lawnmower Man.

Storm

Well, we teased you forever before finally reviewing the thing. Why? 'cos we knew it was going to be excellent. All the time and effort put in by Storm certainly resulted in a great cart. Including gameplay sections of just about every genre you can think of. Lawnmower Man puts in an early challenge for game of the year. 91%





even Obi Wan wouldn't be able to criticise it. May the force be with you — you'll need it! 92%

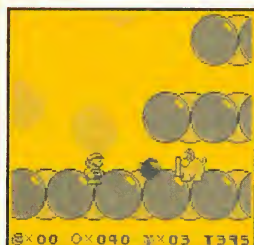
### Super Mario Land

Nintendo

Released to coincide with the launch of the Game Boy itself, it may be showing its age in terms of graphic style but you can't take anything away from the absolutely fantastic gameplay. Certainly one to keep coming back to. 92%

### Super Mario Land 2

Nintendo



A cuddly and quite exquisite platform caper that absorbs and also expands on its infamous predecessor with distinct worlds to explore and secret rooms to find. The only fault is that the battery back-up makes it far too easy, thus spoiling an otherwise excellent platform game. 90%

### Talespin

Capcom

Jolly graphics, chirpy music and some nicely weird scrolling fail to add up to a terribly captivating licence. Still, at least it stars Baloo from The Jungle Book, and you can hum 'Bear Necessities' to yourself while playing it. 73%

### Taz-Mania

THQ

Luckily for THQ, Taz marks a turning point in their fortunes. It's an actually quite good platform romp with an endearingly hungry and dizzy central character munching everything in sight. It is a bit too like Edd the Duck though. 76%

### Tiny Toon Adventures

Konami

Cutesy pie graphics and wonderful slickness make this a real visual treat. Jolly along with some great imaginative gameplay and what do you get? A

hugely playable romp to be savoured that is in no way as easy as it first seems. 89%

### Tiny Toons 2

Konami

Montana Max has taken over the movie theatre and Buster Bunny is entrusted with the task of saving his pals from having to sit through one of his movies. Cute graphics in a jolly good fun platform romp make it a well worthy sequel to the excellent first instalment. 88%

### Titus the Fox

Titus

Graphically this is extremely detailed and Titus is a lively little character but there's just not enough bite on offer here. Gameplay ambles slowly along rather than gallops and each background tends to resemble the next. Crazy platform action with a cute fox thrown in for good measure. 67%

### Universal Soldier

Accolade

Wielding more punch than Rocky this is non stop action all the way. A great control system with tons of moves to master. Maiming and killing has never been so much fun. Jean Claude Van Damme it's good. 80%

### Zool

Gremlin Graphics

The Game Boy version does the ninja ant from the Nth dimension proud. Amazingly fast paced but easy controls make it eminently playable. A fine conversion to the specs of the handheld. 92%

### BEAT'EM-UPS

#### Battletoads

Trade West

Time to set about rescuing your pals in a clobber happy battle with shades of a platformer chucked in there. A great little game that's action all the way. An absolute office fave, well nearly anyway. 91%

#### Double Dragon 1, 2 & 3

Acclaim

The whole series is dead dull and oh so boring as you stalk the streets and punch your way through the odd wave of henchmen, getting mangled every so often. Totally thrill-less. 25%

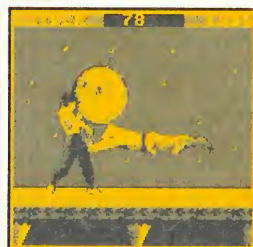
### Lethal Weapon

Ocean

Action is go, go, go and the game does get better and more involving the more progress you make. However, sadly, there is a distinct lack of moves to perform, thus making it considerably more dull and boring than joyfully exciting. Bit of a shame really. 72%

### Mortal Kombat

Acclaim



Even without the blood and guts, colour, Johnny Cage, and that ole 16-bit magic, Mortal Kombat is still a highly successful conversion. You beat people up, surprise, surprise, but in a number of endearingly vicious but sadly PG-rated ways. Better than ice-cream. 87%

### Pit-Fighter

THQ

Tons of choice on offer here with a mere five opponents, yeah right, I don't think! Earn money with more muscles and beat the living daylights out of the others with your special moves. Boring, boring, boring. Get the message? 33%

### Raging Fighter

Konami

A slap happy, stumble over your shoelaces game rather than a full blooded raging fight. There are seven fighters to choose from and a vast array of moves, but it hasn't quite enough guts to punch you. It's really quite middle of the range. 74%

### Teenage Mutant Ninja Turtles

Ultra Games

Will they ever stop taunting us with their ridiculousness? Run along the scrolling scenery while beating up warriors, yeah, dead boring. Graphics are pretty cool but even great graphics can't redeem this game. 59%

### WWF Superstars 1, 2 & 3

Acclaim

The graphics always get bigger and better, but if you've got one of these games then no way do you need any of the others. The wrestlers have had their heyday. Just wish they'd leave us alone and stop churning the damn games out. 54%

### SHOOT'EM-UPS

#### Asteroids

Accolade

A faithful blow by blow version of the smash hit coin-op. Old as the hills but still loved by millions, including us. It looks a bit jaded on the old 'Boy and is very barren, yet has tons and tons of nostalgia value. 73%

#### Centipede

Accolade

Based on the ancient coin-op success, this remains faithful to its grandad and has been converted to the little screen as well as could be expected. Hugely repetitive and simple, it becomes a little wearisome sooner rather than later. An old classic back from the dead. 60%

#### Drop Zone

Mindscape

A golden oldie to hit the Game Boy with all the concentration on gameplay and none on graphic detail. It packs a potent punch but is just far too hard and samey to offer serious long-term appeal. 77%

#### Faceball 2000

Bullet-Proof

Basically Pacman in 3D as you travel at break-neck speeds around a maze of corridors, zapping hordes of others in your way. Average in one player mode the fun really starts when up to four players compete. Then it's above average. 76%

#### Fortified Zone

Jaleco

Nuke your way through four levels overloaded with gun totting guardians and warriors. You need a fast trigger finger but use very little thought in order to win. 65%

#### Hunt for Red October

Hi Tech Expressions

A horizontally scrolling shooty shooty affair in which you take control of a Russian submarine as you shoot through obstacles

and loads of nuclear armed enemies. Straightforward, with tricky little bits and really excellent presentation. 65%

### Navy SEALs

Ocean

Control a crack team of undercover marines with some deadly missions to complete. Graphics are well above par but four levels don't sufficiently hold your interest for long enough. 73%

### Nemesis 1 & 2

Konami

Widely regarded as the ultimate definitive blasts on the diddy screen, and quite rightly so. They're fast-paced trigger-happy palaver right from the off and quite tough to get your teeth into. Needs perfection on the reflex front. Will you ever reach the end? 90%

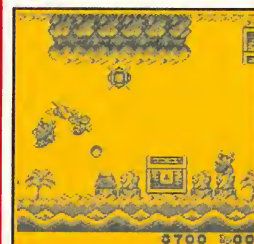
### Pang

Hudsonsoft

Extremely simple yet immensely compulsive, all you have to do is trek around the world popping bubbles which then divide into smaller bubbles and so on. Only the sharpest of shooters will survive in this gentle shooty game which holds a lot of lasting charm. 74%

### Parodius

Konami



The programmers behind the greatest blasters show they've got a sense of humour as well. The variety and originality lift this just above Nemesis 2. Cuteness often equals childish play. Not here, Belly dancers and piggies provide exciting cannon fodder. 90%

### Probotector

Konami

Gung-ho blast and be damned warfare at its very, very fiercest. If GB blasting is your cup of tea,

## Essential Game Boy Purchases Essential Game Boy Purchases Essential Game Boy



### Alfred Chicken

Mindscape

Possibly the best platformer of the lot. What more needs to be said? Challenging, addictive and a fine purchase, if you are sick of platformers then this is the perfect cure. Play it through, then play it again and again. Superb. 92%



### Best of the Best: Championship Karate

Lotus

This red blooded bruiser lives up to its name in a perfect conversion of the SNES cruncher. Loads of moves, speed and will to win, it really knocks the competition out for the count. Don't sit there dreaming about SF2, go out and go a few rounds with with this knock out cart. 93%

### The Legend Of Zelda

Nintendo

The attention to detail is unsurpassed in any other game. In Zelda: Link's Awakening Nintendo have pushed back the boundaries of Game Boy gaming to a new level. Without doubt the best game on the market. From its continued presence in the charts, Zelda has proved to be probably the most popular Game Boy game ever. 96%



then you can't go far wrong with this bundle of dynamite. Red hot. In fact, hotter than a very hot thing that's been heated up for beards! 91%

### RoboCop 2

Ocean

An improvement on the first game yet still not particularly awe inspiring as RoboCop wipes out drugs and thugs and tries hard to uphold the law. The difficulty setting is just right to make it worth a little look. 73%

### R-Type I & II

Irem

Venture into the blackness of space for a blasting freak's dream. Everything here is represented to the best of the 'Boy's monochromatic ability and is superbly drawn. Excitement is assured as you streak across space avoiding the acrid taste of death. Not much to choose between them, so surprise, surprise they've both got... 88%

### StarHawk

Accolade

Alien blasting that follows the norm as you shoot through the scrolling heavens. It's very detailed and well presented but innovation has been overlooked and each of the five worlds badly lack originality. 69%

before. There are plenty of levels, but the warp drive is about as fast as driving a Robin Reliant uphill, and all the planet wandering becomes a bit lame. 60%

### Terminator 2: The Arcade Game

Acclaim

A head-on attack of ultra violence, nothing more, nothing less. The backdrops are complicated and it's easy to lose your target among the rubble and be unable to figure out just exactly what the heck you're supposed to annihilate. 76%

### Total Carnage

Malibu Games

Throwing political correctness aside, Total Carnage is a complete, unadulterated blast. The graphics are poor, sound limited and gameplay nothing special. But if you want to kill mutant aliens in their droves, there's nothing better. 78%

### Xenon II

Mindscape

A vertically scrolling blast through molluscs and weird deep sea creatures. Graphic detail is well researched but gameplay itself is too tame to be worthy of a trip down memory lane. 63%

little challenge. Very poor indeed. A Reliant Robin of a driving game. 49%

### F-1 Race

Nintendo

A roaring speedster of a game that comes with a four-play link-up adaptor to make for one heckuva big monster of a top competitive challenge. Fast and frantic, it plays like a big bag of dreamy juicy sweetmeats. 88%

### Lamborghini

Titus

Despite a few minor faults Lamborghini is fast, furious fun. It may not look like the greatest driving sim ever, but with so many options together with some really quite excellent gameplay make this well worth a closer look. 86%

### Motocross Maniacs

Palcom

Graphically simplistic, this little gem oozes sheer playability with eight different courses and loop the loops to enjoy. Obstacle packed, and full of frenzy it's a perfect biking sim. Not bad at all. 80%

### Race Drivin'

THQ

Lots of mean machines and fiendish circuits to choose from and good 3D perspective make this an easy-to-get-into, but challenging, sim. The ramps are particularly cool. 73%

## DRIVING GAMES

### Days of Thunder

Mindscape

Not really fast enough to satisfy racing pros and even fewer thrills and spills to tempt you to come back. I'll say this for it, the car drives nice and smoothly and it's pretty hard. All-in-all though, it's just too bland to get a remotely decent mark. 41%

### F1 Pole Position

Ubisoft

Earning the right to compete in the world's foremost driving championship adds a challenging new angle to the well covered driving genre. There are plenty of options but some untidiness in the presentation stops Pole Position from really being a classic. 83%

### Ferrari Grand Prix Challenge

Acclaim

It may have all the mod cons and technical stuff but frankly it's downright boring with too

### Road Rash

Ocean

A nasty little rash that is most irritating. Don't be impressed by the beat 'em up connection, one type of punch hardly transforms a poor racer into anything remotely worthwhile. 53%

## SPORTS

### All-Star Challenge 2

Acclaim

This is basketball on half a court with side on and facing basket views. Tons of options and top quality graphics don't really create as much sweat, pulsating action feel as you'd like and its appeal is limited. 74%

### Bases Loaded

Jaleco

A heckuva good baseball sim that, once perfected, will offer hours of enjoyment. Graphics and sound aren't too hot but the game's controllable enough and builds up just the right amount of tension to give you a run for its money. 87%

### Championship Pool

Mindscape

Realism, playability and attention to detail add up to make this a quite competent pool sim. The small graphics can be a bit of a strain on the eyes but the bevy of options and sub games should keep you coming back for more. And it's pretty good value to boot. 88%

### George Foreman's KO Boxing

Acclaim

Lily livered punches and non-existent gameplay make this the worst fight sim ever as the big fat waddler stands rooted to the spot with a jab once every blue moon, if you're lucky. Rank gameplay and ranker graphics, this is awful. If you must buy a boxing game get Muhammed Ali's instead. 24%

### Goal!

Jaleco

Simple, tidy and an original angle on the usual scrolling of footie games. Okay so not it isn't perfect but the Super Cup offers a varied selection of opponents and with a two player option to keep you and your mates occupied it certainly has plenty to offer. Future releases may just push this effort back a bit, but it's still decent. 90%

### Hit The Ice

Taito

Unfortunately this game doesn't quite hit the mark. OK, it plays well enough yet lacks that certain je ne sais quoi to live up to expectations. Playable only as a diversion rather than full blooded sports action ice hockey. 73%

### Jack Nicklaus Golf

Trade West

Simple to play with a great learning curve and good realistic graphics. As with real life golf you can never truly master the game but it's enjoyable to try. If the Ryder Cup's inflamed your golfing appetite then maybe you should try this. 80%

### Jimmy Connors Tennis

Ubisoft

Jimmy steams to the top of the pile marked 'super tennis sims' in a game that does the great man's character proud. Only available on import but with great graphics and challenging opponents this is certainly one to check out. There's a great two player option too. 91%

### Jordan Vs Bird

Electronic Arts

Not a full blown basketball simulation, more like a game involving two players, one basket and a ball. Doesn't really work as well as it might have done. Not the best basketball game around. 73%

### Mario Tennis

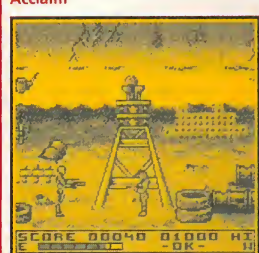
Nintendo



Mario and Luigi battle it out with backhands and volleys in this wonderfully realistic sim. Still a fine tennis game despite the recent competition from Jimmy. It's fast, addictive and four difficulty levels calls for sound tactical thinking. This gets played a

### Terminator 2

Acclaim



A six stage shoot'em-up that comes across as an excellent movie licence with plenty of variety and toughness to cope with. Quite complicated with loads of messy backgrounds and numerous sprites in there, but certainly guaranteed to last you a long, long time. 84%

### Star Trek

Ultra Games

A game that boldly goes where so many other games have gone

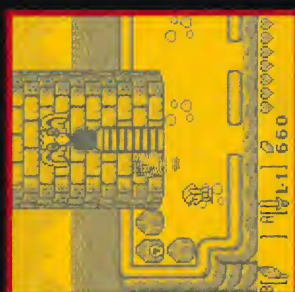
### Super RC Pro Am

Nintendo



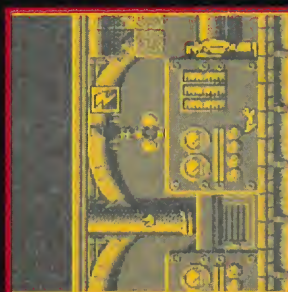
Slick, fast and playable, loads of tracks and the four player link option offers the greatest multi player fun on the 'Boy. Car upgrades, weapons and tough competitors are all included. The sort of game of game you'll pick up for a quick game and play all day. 89%

## Game Boy Purchases Essential Game Boy Purchases Essential



### Dr. Franken

Spookily special adventure here as Franky searches a gothic horror of a castle in order to reunite his girlfriend (Bitsy), literally reunite. It's her body bits that he searches for. Loads of nasties, locations and challenges add up to extreme quality, even better than the excellent sequel. Perhaps not to everyone's taste, but certainly a more than welcome change from endless platforms. 92%



### The Empire Strikes Back

This sequel is bigger, better, harder, incredible. You'll be glued to the screen and won't want to stop. A beautifully constructed adaptation that has lots to do with the film. Probably the finest film tie in to date. Something special that you definitely won't complete in a day! 93%





### Konami Golf

**Konami**  
A challenging simulation of this relaxing pastime. Let down by the lack of courses (just two are featured), Konami's Golf still provides a decent test of skill, touch and judgement. Good graphics add to the golfing feel. One of the best golf sims. 81%

### Mario Golf

**Nintendo**  
With everything you could possibly need for a few rounds and a battery back up to boot, this is a near perfect sim for the budding enthusiasts with plenty of different holes to negotiate. Fore. 80%

### Riddick Bowe Boxing

**Extreme**  
Neat gameplay and graphics with options aplenty. Choose from one of 25 boxers, including Riddick himself, take him through some rigorous training and then take to the ring. Computer opponents and refs are well trained and it's surprising how realistic it all is. 82%

### Sensible Soccer

**Sony Imagesoft**  
Realistic football action is let down only by the lack of two player option and the minute sprites. Get over these little problems and there's some fun to be had stroking the ball around the pitch at club or national level. A good effort in the monochromatic confines of the Game Boy. 85%

### Side Pocket

**Nintendo**  
Not really the pool simulator you're led to expect. All you do is knock the balls around a six holed table and pot them in numerical order, which is what you do in pool, sort of, but not quite like this. As such the appeal soon wanes. 63%

### Speedball 2

**Mindscape**  
A future sport game combining brutal non stop action in the arena with team management and coaching, strengthening a squad of 12. Chuck a steel ball around and try to knock your pal on their butt. A pretty top hand held conversion of the Amiga classic although there could be a bit of eye strain if you're not careful. 91%

### Tip Off

**Imagineer**  
With two teams moving at an incredible speed it's difficult to figure out just what the heck's going on and the whole caboodle thus disintegrates into a blurred mess. Not one of the greatest basketball sims on the shelves to say the least. 64%

### Top Ranking Tennis

**Nintendo**  
The top tennis sim for quite some time and still more than decent. The players move exquisitely as they whack top spins and whirlwind serves back and forth. It's fast and groovy with it. Pretty smart stuff! 90%

### Track and Field

**Konami**  
Leaving all other sports sims standing perfectly still, this game is tough enough and varied enough to guarantee great mileage. Get to compete in various challenges, and try to come out top of the pile. 90%

### World Cup Striker



**Elite**  
A darn fine attempt to bring the World Cup into the palm of your hand. Options everywhere and more gameplay than most previous attempts make this the game it is. A few minor faults which don't hinder the player's enjoyment earned this a rather impressive... 90%

### World Cup USA '94

**US Gold**  
The official footie sim released in time for this Summer's football frenzy, it packs so much into the cart you'd expect it to burst. From rehearsing set plays to designing your team structures, it's got the lot. USA '94 is far more involved than any other footie game 92%

### SIMULATIONS

#### F-15 Strike Eagle

**Microprose**  
The ultimate flight simulation with tons of acrobatic dogfights and targets to zoom in on. Graphics and sound are great and the control system is simple to master. 87%

#### Phantom Air Mission

**Activision**  
An ambitious attempt at a flight sim which, on the whole, works out quite well. In between take-off, sorties and refuelling you have to use your radar to track down enemy craft. Each mission, rather unfortunately, has a somewhat uncanny resemblance to the last, so you may well become bored too quickly. 72%

#### Top Gun

**Konami**  
Action revolves around popping enemy fighters with a steady and accurate gun rally. The rest of the time is spent aimlessly cruising around the skies. Pretty average indeed. 67%

### PUZZLERS

#### Boxxle 1 & 2

**FCI**  
You shift around a load of boxes to their correct position as indicated by a marker. Sounds naff-but it isn't. Two brain teasers make a change from more run-of-the-mill offerings. 80%

#### Brain Bender

**Gremlin**  
Alter the angle of mirrors to direct a laser beam through all the nasty objects. Could have been fabulous but the time-limit is ridiculously short, leaving you more than a little mad. 59%

#### Dr. Mario

**Nintendo**  
Supposed to be a bit like Tetris but it falls flat on its face. The object is to line up lots of coloured pills in a jar. A major disappointment all-in-all considering the cool Dr. Mario connection thrown in. 42%

#### Garfield

**Kemco**  
Doesn't stray too far off the beaten track as far as puzzlers go, but still an enjoyable play with a password option that sustains your interest through

some of the more difficult labyrinths. Garfield drills through blocks, finds keys and opens gates to get into new rooms, all while warding off the nasty villains. 87%

#### The Humans

**GAMETEK**  
Plenty of mind bending puzzles around as you direct a bunch of gormless neanderthals over 28 varied terrains. Well presented, tons to chew over and a very good Lemmings sideline. It might get a little bit tedious if this isn't your cup of tea. A potential rival to that classic Lemmings. 87%

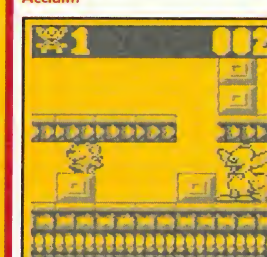
#### Othello

**Nintendo**  
It's just the classic board game. The GB opponents are quite mean but there's a two player option. Simple graphics and that's it. 84%

#### Kirby's Pinball

**Nintendo**  
Part three of the Kirby Challenge sees our little blobby hero in a pinball game of all things. Sounds awful? Wrong! Three tables give you plenty of problems and Kirby is packed full with lots of little mini-games (the greedy thing). Luck matters a fair bit and games can take hours to play when you develop a bit of skill but all-in-all it's pretty and it's fantastic. 89%

#### Krusty's Fun House

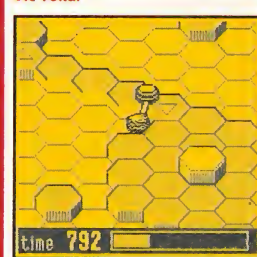


**Acclaim**  
Bart's all time fave TV show trips onto the green screen with class. A platform puzzler with little to do with the Simpsons but everything to do with infuriatingly addictive gameplay. The 60 plus levels will take ages to battl ethrough. Passwords help you keep going in this very good package. 92%

### Kwirk

**Acclaim**  
Guide a tomato through single screen maze-like rooms, shifting boxes and filling holes. Doesn't sound much I know, but rather good anyway. 88%

### Lucie



**Vic Tokai**  
A very, very strange idea and an even stranger game. Explore a planets surface in your twin pod surface crawler. A bold idea which has been neatly made but it's a little bland. 77%  
Conversely, it's an infuriatingly challenging puzzle game to test the wits and skills of the best.

### Marble Madness

**Mindscape**  
You control a glass marble against the law of gravity, directing it through twisty and turny passages with massive drops and tiny passages to negotiate. 62%

### New Chessmaster

**Hi Tech Expressions**  
Erm, basically it's chess. You either like or loathe it. For chess fans it's about as portable as it gets with no tiny pieces to drop. The computer players certainly know what to do! 85%

### Q\*bert

**Nintendo**  
Set on an isometric pyramid of three dimensional cubes you jump up and down to change the overall colour. A classic old Atari game and a stupid idea, but one which is enjoyable. 83%

### Splitz

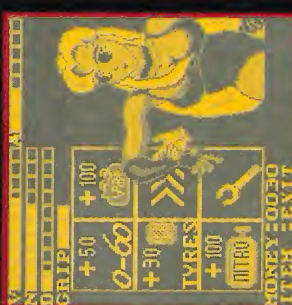
**Imagineer**  
A mind warping game that's just like a slide puzzle only this time you piece together the faces of famous people. This is one totally cool challenge with absolutely loads and loads of skill required

## ases Essential Game Boy Purchases Essential Game Boy Purchases Essential



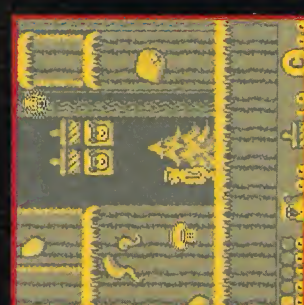
### Race Days

**Gametek**  
Two great driving games on one top value cart. Race Days is an absolute definite for the 'Must Buys' section. 4 Wheel Drive offers a rallying experience on the rough tracks of teh American west and Dirty Racin' a more cartoon style race around a number of different tracks in teh Micro Machines mould. Buy it! 94%



### Yogi B's

**Empire/Gametek**  
The 'smarter-than-the-average' bear takes to the Game Boy screen in hugely impressive style. While the Yogi sprite is nothing stunning, the sheer quality of the gameplay and the challenge offered over the six huge levels make this an essential addition to every-one's game collection. Wario, pah, buy Yogi, it's ace. 93%





to succeed. Excellent fun. Elvis spotted in Game Boy game!!! I like it. 85%

### Tesseract

Gametek

If you have a few hours spare and a penchant for original puzzlers then Tesseract could be right up your street. "Easy to play, difficult to master" is the claim. Well, almost. 80%

### Tetris

Nintendo

You all know the score with this old bird. Move various shapes around the screen to form lines and advance to further levels. Totally addictive, but in a lego block-frustration type way mate! Tetristastic. 95%

### The Real Ghostbusters

Activision

Garfield revisited should be the sub title of this adventure. The two are practically identical. For those not owning Garfield the puzzles and challenges could prove a treat. Over fifty levels adds to the challenge with each offering new traps and tricks for the unwary. 86%

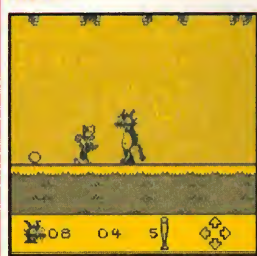
### Yoshi's Cookie

Nintendo

Similar to Tetris but only half as addictive. Lines of five cookies zoom in from the top and side of the screen and you have to match similar ones to make them go. The further in you get the faster they fly. Trading on the name one thinks. 76%

### Itchy and Scratchy

Acclaim



The cat and mouse double act who break the mould of traditional cartoons star in this intriguing puzzler. In much the same mould as Krusty's, the Miniature Golf Madness provides loads of opportunities for mindless violence between the two protagonists. Good fun and challenging. 86%

## ROLE PLAY

### Battle of Olympus

Imagineer



Set in ancient Greece this is a huge game which draws you into a long and exciting epic. Graphically excellent it involves a hefty whack of well presented violence alongside good interaction with all the freaky characters who offer you clues and send you on missions. A bit educational too. 87%

### Mystic Quest

NINTENDO

A hugely engrossing arcade adventure that should last a long while. There's a multitude of mental puzzles to solve and places to explore. It's a veritable role-playing super dream treat of a game. Also known as Final Fantasy Adventure. 85%

### Prince Valiant

Ocean

Too little action and too much space in which to do it. Cruising around aimlessly trying to find someone to fight isn't the most thrilling of activities and you get very little reward indeed for your exertions. 65%

### Robin Hood: Prince of Thieves

Mindscape

Both combat, skill and puzzle orientated with some damn fine character interaction along with plenty of fun. This is full of riches for any role play fan and aspiring man in tights. Difficult to get into at first, true enough, but well worth the effort. 85%

### Ultima: Runes of Virtue

FCI

A massive adventure that'll take eons to finish. Punishing but compelling as you search for the runes in the wilderness, mingling hack 'n' slay episodes with lots of brain rummaging. 79%

## MISCELLANEOUS

### Alien Olympics

Ocean

A sport sim with a difference. It has all the elements of your average athletics/olympic championship but with a huge difference. You use an alien in the event of a lifetime. Weird and challenging in the extreme this offers plenty of varied gameplay in the different events with some really cute graphics. 82%

### Altered Space

Sony

The original isometric view cart for the GB. Only ever available on import sadly. It certainly has all the elements of a classic but the recent Monster Max arrival has surpassed this fine effort in every department. But only just. 84%

### Bart Vs the Juggernauts

Acclaim

As Bart Simpson you must master the total art of skateboarding, weightlifting and square hopping in a series of diverse and stupidly hard events requiring great skill, strength and strategy. It will take you ages in order to get it right. 85%

### Battleship

Mindscape

A modernised version of the dated classic board game as you get to battle it out with a fleet of ships on a grid. The graphics are kept to a minimum and in one-player mode it's easy to lose interest. 67%

### Castle Quest

Sony Imagesoft

What do you get if you cross chess with monsters, magic and a fantasy setting? Castle Quest. Skill, judgement, nerve and luck combine in an addictive and original puzzle variant. The luck element detracts from some of the skill but it's still a neat idea and top notch execution. 89%

### Choplifter II

JVC

Lots to see, and loads to do, and lots to get you well and truly involved in this helicopter sim cum shoot'em-up. Graphics don't amount to anything much really but playability is where it really comes good. All in all an alright shoot'em-up, nothing more, nothing less. 78%

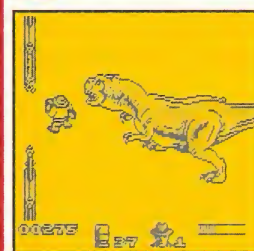
### Crash Dummies

Acclaim

A quite original and hilarious game that offers more variety than is at first apparent. There are only five easy basic levels but things really do start to hot up with even more obstacles to avoid second and third time around. Simple to get totally hooked on. The Dummies are coming to life, beware! Clunk click, every single trip! 87%

### Jurassic Park

Ocean



A fairly playable collect 'em up without the action you'd expect from the film. Searching for eggs becomes a bit boring but the rest is pretty good. Graphics are well stylish but maybe could have been better. There's plenty to do and see, but its no classic. Fans of the film should take a look. 85%

### Dynablaster

Hudson Soft/Nintendo

An absolute classic of a game. It's simple and infuriatingly addictive. There are years of gameplay to be had in both the one player game and then in the two player option. The concept is original and the execution superb. A bit of a must buy, really. A whopping 97%

### 4-in-1 Fun Pak

Interplay

Solitaire, Yacht, Cribbage and Dominoes all on one legal cart. A handy way of playing those board/travel games which are popular on long journeys. Dead useful and definitely dead worth a look. 81%

### Paperboy 1 & 2

Mindscape

Dated, slow and frankly quite boring, you simply move around suburbia delivering newspapers, dodging dogs and grumpy neighbours. How thrilling! 56%

### Personal Organizer

Infogenius/Gametek

Get your life sorted with this battery powered filofax for your Game Boy. Appointments, phone numbers and addresses can all be stored for easy reference. If you want to get your life sorted, this might help. 79%

### Populous

Imagineer

Want to play God? You ARE God! Hours of strategy and involvement to be had as you govern the fortunes of your subjects. While you may take a while to get totally involved, once the world starts taking shape it's very difficult to put down. The original ego trip game. Engrossing. 91%

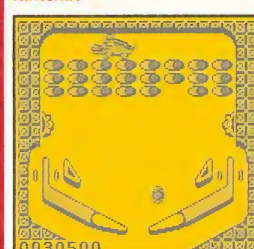
### Rampart

Mindscape

Build or die in a medieval heaven involving power, battles and bricks. It's tough and frantic as you rebuild walls within a time limit and prepare for much rougher onslaughts. Graphics suffice, as do the sounds but they add up to make the complete package a quite appealing and original little game. 83%

### Revenge of the 'Gator

Nintendo



A delightful little pinball game and extremely addictive. There are five separate tables, bonus rooms, realistic ball motion and all the obligatory buzzes, bells and bleeps. The scrolling is a bit jerky but then again the gameplay is easily good enough to ignore that. 87%

### Spell Checker

Infogenius/Gametek

It's a, erm, portable spell checker, ideal for the busy traveller. Holds plenty of words and there's a calculator thrown in too. Useful, but beware of Americanisms. 71%

# BACK ISSUES



**For back issues, call the number on the right, quoting the correct reference number.**

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# Free Classified

## SWAPS

I will swap T2 and Bugs Bunny for Bomb Jack, Mario Tennis, Speedball 2 or World Cup Striker, or sell them for £10 each or £15 the two. Phone 0474 564180. After 4.30pm. Ask for Nathan.

Will swap Empire Strikes Back for Kirby's Pinball Land. Phone 0294 833774 and ask for Les.

I will swap Super Hunchback, Super Kick Off or Blades of Steel for any game over 80%. Call Stuart on 080 622 311.

I will swap Dynablaster, Chuck Rock, Adventure Island 2, Castle Quest for Super Star Wars or Empire Strikes Back or Populous or any others considered. Call Alan on 080 622 666.

Will swap R-Type in mint condition for Handy Boy boxed or un-boxed will pay £5 extra if boxed. Phone 0626 66432, after 5pm and ask for Chris.

I'll swap, Jeep Jamboree, Goal!, Tetris and Light Magnifier, Bart-Camp Deadly or Quix for USA '94, RC Pro Am, Final Fantasy Legend 2, Jurassic Park, Zool, Dragons Lair, Prince of Persia, Jungle Book, Duck Tales 2 or Alfred Chicken. Please phone 0203 302043.

I will swap Zelda, Jurassic Park or Lemmings for JC Tennis, USA '94, FF2 or Jungle Book. Swap Gremlins or Import game Ninja Taro for Caesars Palace, Track and Field or Speedball 2. Will sell any of mine for £15. Ring 0482 781517. Ask for Willy.

I'll swap Dr Franken, Krusty's Fun House, Populous, Spiderman 2, Turrican for Super RC Pro Am, Prince of Persia and Lemmings. Phone 0395 263634 between 4.30pm and 10.00pm. Ask for Adrian. All boxed with instructions, so must yours be!

Will swap my SNES with 11 games 2 controllers, and Master System with 4 games and Game Boy with no games for Atari Jaguar with 1 game

or a CD32 with at least 4 games. Phone Dave on 0639 890951.

Swap Game Boy, 10 games, Game Genie, Amplifier, Headphones, Light Magnifier, and 2 carry cases worth around £400, excellent condition, for Game Gear, 5 Games and a TV tuner, does not need to be completely boxed. Phone Ross on 0383 736 256. Evenings only please!

Swap Game Boy, 10 games, Game Genie, Amplifier, Headphones, Light Magnifier and 2 carry cases. All worth around £400 for Game Gear, 5 games and a TV tuner. Does not need to be boxed. Phone Ross on 0383 736356. Evenings only please.

I will swap Golf for Lemmings, Kirby's Pinball Dreams, Mario Tennis or Wario Land, prefer to swap for Lemmings, phone Horsham 0403 252927. My game has instructions, yours must too.

Swap Empire strikes back, VGC, boxed and instructions for Jack Nicklaus Golf, Konami Golf or Final Fantasy 2 or 3, Runes of Virtue, Prince of Persia, consider other R.P.G.'s. I can travel to swap or post if too far. Tel: 081 953 2937, (EVE) Hertfordshire.

Swap Wario Land for Mario 1+2 or swap Zelda, Pinball Dreams, Speedy Gonzales or Asterix for Kirby's Dream Land or Kirby's Pinball Land must be boxed with instructions as mine are. No other game s considered. Please phone 041 427 2128 after 5.30pm. Ta!

I will swap Alfred Chicken (92%), Spiderman 2 (83%), Tiny Toons 2 (88%), Addams Family (80%) or a Boy and his Blob for Zool, Krusty's Fun House, Addams Family 2 or any other good game. Call Simon on 0282 459217.

Will swap Bugs Bunny, Crazy Castle for Dynablaster - English version only! Ring 0934 419772 and ask for Lee. Loony Tunes and Wario also considered. I will also give £3 for the first issue of GB Action.

I will swap Jurassic Park, Popeye, Mario 2, or Turrican 1. Will swap for any game. Write now. G. Heyes, 6

Banks Road, Lower Heswall, Wirral, Merseyside, L60 9JS.

Will Swap: My Zool, Metroid, Nemesis, Super Hunchback and others for Megaman 3/4, Nigel Mansell, Zelda, Chess Master, USA '94, Kirby's Pinball, Warioland, Spiderman or X-men and WWF3 and lastly Populous. Phone 0495 201365 after 6pm.

Will swap: Alien 3 or Mario Golf for Dynablaster or swap both for Dynablaster and Raging Fighter. Also wanted SNES with SF2 and MK. Will pay up to £100. Phone Rich on 0742 335822.

Will Swap: Mario 2 or R-Type 2 for Asterix or Goal! Call Dinesh on 081 206 0218.

I will swap WWF1 or Addams Family for Zelda, Kirby's Dream Land or Krusty's Fun House. Must have box with instructions. Tel Steve on 0271 812018. After 6pm.

Swap: Carry case and money for travel case. Also swap Nigel Mansell's for Super R.C. -Proam, USA '94. World Cup, Striker, Lawn Mower Man, J.C. Tennis, Best of Best, Prince of Persia or Crash Dummies, or sell N.M.'s for £15 or buy games for £15. Contact Bill on 0656 862246.

I will swap my R-Type 1+2 ( both boxed with instructions) for Parodius (must have box and instructions) and any other game. Phone now, phone Colin on 0924 444810.

Hey! I'll swap you Parasol Stars, Speedball 2, The Flash, and Shadow Warriors for your Bill and Ted, Nigel Mansell, Escape Camp Deadly, and Speedy Gonzales. Sold all together or separately. Phone David on 0224 742407.

I will swap Kingdom Crusade or Bonk's Adventure for Populous or I will sell them for £15 each, or I will take your games for free. Phone Mark on 0472 825088.

I will swap Super Mario Land 2 with box and instructions for Motorcross Maniacs. Phone 0884 242498.

3 games for 1. Tiny Toons Adventures, boxed with instructions plus Mickey Mouse and Tetris both no box or instructions swap for Alfred Chicken, Dr Franken, Battle of Olympus, Mystic Quest, Jungle Book. Must have box and instructions will consider others. Call Mrs L.Llewellyn on 0745 887697.

I will swap asterix and TMNT Turtles 2 for Lamborghini, Pinball Dreams, Road Rash, Lemmings, Mortal Kombat, Super RC Pro Am, Crash Test Dummies, phone 0634 374695.

Hey you, I have Dr Franken, Mega Man and Lemmings and I will swap any game over 85%. Phone Rob on 051 430 0580. P.S. I would really like Wario Land.

I will swap Empire Strikes Back for Monster Max, Dynablaster, Hook, Double Dragon or Konami Golf. Must have box and instructions. Phone Stuart on 0202 693401.

I will swap Goal! or Crash Test Dummies for Top Ranking Tennis or Track and Field. Tel Chris after 4pm on 0271 812018.

GB Swopz are the pioneers of a new swap service for your unwanted Game Boy games. With already over 1000 members and games just waiting to be swapped. We're hot and happening dudes/dudets. Send a SAE to :- BB Swopz. 120 Gladstone Road, Sparkbrook, Birmingham, B11 1LL. That's what it's all about!

Swap my Wario Land or Super RC Pro Am for your Dynablaster, Mr Do!, Pac Man, Ms Pac Man, Chessmaster or Sensible Soccer. Tel Nick on 0604 648077 after 6pm.

You must read this now! I will swap of sell for £15 each, Bart Simpson's Escape From Camp Deadly, Bugs Bunny for Super Hunchback or F1 Race must be boxed with instructions, call Robert Redmond anytime from 4.30 to 6.30. Please hurry! 051 420 1634

I will swap my Mario 1, Duck Tales, Bart Camp Deadly or Kid Icarus. For any game over 86% in GB Action call 0234 713525 after 4.30 and ask for Peter.

I will swap Barcode Battler, nearly new and still boxed with instructions for Game Boy games with instructions, not boxed. If interested call Michael on 0450 378907.

Will swap Navy Seals, Bill and Teds Excellent adventure or Bart Vs Juggernauts for any football game except Soccer Mania. Call 0450 378907 and ask for Michael.

Hyper Lode Runner. Also a staright swap, my Lemmings for your The Humans. If interested phone 0606 853046. Ask for Mark.

I will swap the Fidgetts (91%) or Populous (91%) for Zelda, Monster Max, U.S.A. 94, Top Ranking Tennis, Tiny Toons 1/2, Alfred Chicken,

Prince of Persia or Nigel Mansell or sell £15 each. Phone Paul anytime from 11.00am to 9.00pm.

I will swap Navy Seals or Mcdonald Land for a decent footy game. Mortal Kombat, Nigel Mansell, Top Ranking Tennis, Jimmy Connors Tennis or Ms Pac-Man. Call now on 0775 840 388.

Swap, Best of the Best, Super Hunchback, Kid Dracula, Humans, Race Drivin, for any game including Hook, Dr Franken, Zelda, Dracula, Star Wars, Tiny Toons, Mario 2 must live near Leeds! Call 0532 489975.

Swap Super Nes games, BOB, Jimmy Connors Tennis for any game including, Cool Spot, Actraiser, Bubsy, Addams Family, Asterix, Dennis, Family Dog, Cool World, Must be English version and live near Leeds!Call 0532 489975.

Game Boy and Snes games to swap, sell or purchase. Prices ranging from £10 to £30 call 0323 833022, Sunday or Monday after 6:30pm

Will Swap Super Kick Off and WWF for your Asterix, Kirby's Dream Land, Mortal Kombat, Zool, Titus the Fox, Taz, Adventure Island 2, Flintstones and Hook. Phone 0472 851601.

I will swap my- Battle of Olympus, Beetlejuice, Bugs Bunny, Dr Franken 1 or 2, Fidgetts, Gargoyles Quest, Hunt for Red October, Paperboy, Robin Hood, Super James Pond, Super Mario Land 1,2,3, Zelda (All Boxed) For Bill and Ted, Blues Bros 1 or 2, Final Fantasy, Garfield, Gremlins, Indiana Jones, Kirby's Pinball, Lawnmower Man, Monster Max, Ultima 1 or 2, or Zool. Phone Grant on 0253 812878.

Hi! I will swap Duck Tales or Hook for most good games or will sell for £20 ono. Contact Patrick Fegan on 0623 793219! Bye!

Game Gear Game by Wolfteam for swap. Will swap for most good games. Hurry! Send to 25, Haddon Road, Ravenshead, Notts, NG15 9EZ or Phone 0623 793219. Thanks! P.S. will sell for £15 or nearest offer.

I will swap my Jurassic Park for your Super Hunchback, Kirby's Pinball or Tiny Toons or an Action Replay or a Game Genie, other games to sell Turn and Burn and Duck Tales both £12. Phone 0788 567324, ask for Adam.

Listen up, Will swap Game Boy with Alfred Chicken, Tiny Toons, King Of The Ring, Tetris, F1 Race and Magnilite, Amplifier, Carrycase, headphones, 10 hour charger, power plug for a Mega Drive with leads, three games or sell for £175. Phone Steven on 061 320 8345.

Why not send us your old games to us and we will send you a better one! Yes we collect old games. How about swap for Zool. Wow! Send your games to GBS, 3 Kingfisher Close, Farndon, Chester, CH3 6RE.

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Don't miss this! I will swap both Terminator 2 + Super Kick Off, for just one of the following games, Monopoly, Mario Tennis, World Cup or Battle Of Olympus. This is a great offer, 2 games for one. All boxed. Phone Brindly on 0963 363525.

I will swap T2 and Bugs Bunny for Bomb Jack, Mario Tennis, Speedball 2 or World Cup Striker, or sell them for £10 each or £15 the two. Phone 0474 564180. After 4.30pm. Ask for Nathan.

Will swap Empire Strikes Back for Kirby's Pinball Land. Phone 0294 833774 and ask for Les.

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I will swap Dynablaster, Chuck Rock, Adventure Island 2, Castle Quest for Super Star Wars or Empire Strikes Back or Populous or any others considered. Call Alan on 080 622 666.

Will swap R-Type in mint condition fo Handy Boy boxed or un-boxed will pay £5 extra if boxed. Phone 0626 66432, after 5pm and ask for Chris.

I'll swap, Jeep Jamboree, Goal!, Tetris and Light Magnifier, Bart-Camp Deadly or Quix for USA '94, RC Pro Am, Final Fantasy Legend 2, Jurassic Park, Zool, Dragons Lair, Prince of Persia, Jungle Book, Duck Tales 2 or Alfred Chicken. Please phone 0203 302043.

I will swap Zelda, Jurassic Park or Lemmings for JC Tennis, USA '94, FF2 or Jungle Book. Swap Gremlins or Import game Ninja Taro for Caesars Palace, Track and Field or Speedball 2. Will sell any of mine for £15. Ring 0482 781517. Ask for Willy.

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Swap Game Boy, 10 games, Game

Genie, Amplifier, Headphones, Light Magnifier, and 2 carry cases worth around £400, excellent condition, for Game Gear, 5 Games and a TV tuner, does not need to be completely boxed. Phone Ross on 0383 736 256. Evenings only please!

Swap Game Boy, 10 games, Game Genie, Amplifier, Headphones, Light Magnifier and 2 carry cases. All worth around £400 for Game Gear, 5 games and a TV tuner. Does not need to be boxed. Phone Ross on 0383 736356. Evenings only please.

I have T2, Oscar, Epic for the Amiga. I will swap for Game Boy games. I'd like Mario Tennis, Bomb Jack, Mario Golf or will sell for £10 each or £25 the lot. Phone 0474 564180 and ask for Nathan. After 4.30pm.

I will swap T2 (84%) for Road Rash or any driving game over 75% (Chessmaster will be considered! +Free magnilight. If you want you must collect. Sorry! Must have instructions. T2 has. Call Wayne McCarthy on 0472 356496.

Swap Addams Family 2 or Ninja Turtles for Mario 2, Blues Bros, Krusty's Fun House, Crash Dummies, Ren & Stimpy, Bart Escape From Camp Deadly, Bugs Bunny 2, Roger Rabbit, Super Kick Off. Others considered. Call Chris Devaney on 0532 675044.

GB swopz are the new pioneers of a new swap service for your unwanted Game Boy games with already 1000 members and the latest games such as Wario Land waiting to be swapped. We're hot and happening. If interested send an SAE to GB Swopz, 120 Gladstone Rd, Sparkbrook, Birmingham, B11 1LL

I will swap my Best Of The Best, (unused) Super Hunchback, Zelda all boxed with instructions in immaculate cond. for your Mario 2, Empire Strikes Back, Bubble Bobble, Dynabaster, 4 in 1 Fun Pack 1 or Warioland. Must be boxed with instructions. Phone Jason on 0554 811128.

I will swap The Fidgetts (91%) or Bugs Bunny for Zool, Mortal Combat, Mario Tennis, Kirby's Dreamland or any other good games. Write to: Paul McGovern, Oughty, Drummmin, Westport, Co Mayo Ireland or phone Ireland 098 27169.

## PENPALS

Hi, penpal wanted, female only aged 12-14. I'm a male who supports Rangers and Man Utd. I like animals, first two letters I like will get answered. Must live in England. Write to William Mulholland, 52, Clealough Rd, Killgleagh, Downpatrick, Co. Down, BT3D 95Y.

Hi my name is Michelle and I'm 22 (Wa-hey! - Biff). I'm looking for penpals any age. I have a Game

Boy, Snos and Megadrive and hope to get the Megadrive 32 bit when it comes down. Write to me at 33A, Stanley Road, Southend-on-sea, Essex.

Hi, I'm 15 and would like male / female penpals aged between 14-16. Must like drawing, playing gameboy, watching T.V. and more interesting things. I like sport, music, reading, eating and sleeping. Hurry while I'm still aware 100% reply. Penpals from anywhere in world wanted.

Hi! My name is Louise. Want a penpal? Well look no further than this space. Can be male or female, any age but would like 13 year olds. Must be computer mad and if possible own a NES, Gameboy, PC or Megadrive. 100% reply. Write to Louise O'Donnell, 28 Skerry East Road, Newtown Crommlin, Ballymeana, CO. Antrim, N. Ireland.

Wanted! Male penpal for crazy 16 year old girl. Must love computers, sport and going out and having fun. Get scribbling now. C-ya! Louise Jones, 9 Wren Close, Kimpton, Herts. SG4 8QE.

Female Penpals wanted: Must be 14-16 years old. Does not need to own a Game Boy. I like all music and I like going out. I am male and nearly 15. Letter and photo needed for reply. Write to Ryan Merrick, 39 Ryeland Road, Duston, Northampton, England. NN5 6QG.

Help I have no one to write to, I'm male and single 100% reply, fast response, so write or just be sad, bye! 39, Wensley Road, Leeds, LS7 2LS My name is Matty

Are you 12+, if you are male or female then get writing, I like music and sport. Photo please 100% reply to all letters. So write to: John Woodward, 44, Lawnside Forest Green, Nailsworth, Glos, GL6 0ER

Hi! I'm Darren and I'm 11. Have to be 10-13 male/female. I like Gameboys, Segas, drawing, reading and music. 100% reply. Please send a photo and must have a Gameboy and like any sport. Beter hurry! Darren White, 200 Anns Hill Road, Gosport, Hants. PO12 3RE.

Hi! I'm looking for a female penpal aged 9-10. Good sense of humour. Photo if possible. I don't mind about interests. Gameboy not needed. I'm mad! and like art and crafts. Favourite football team Man Utd. First 5 answered. Adrienne Huddleston, 51 Birmingham Road, Hagley, West Midlands DY9 9JY.

I am a 16 year old male looking for a female penpal. Could enjoy sport and music and must be aged between 14 + 17. James Smith, 112 Victory Street, Bolton, Lancashire. BL1 4HS.

Female penpals wanted, aged 14-17 with good sense of humour, reply guaranteed. Photo if possible. Write to Toby Allen, Evenlode, Church Lane, Parracombe, Barnstaple, N. Devon, EX31 4QS.

Any age over 10, Morf likes computers, Hamsters and TV. Photo if possible, I'm a laugh and pretty ok. So please write to Sacha Harris, 3, Ninas Brook, School Road, Kingskerswell, Newton abbot, Devon. TQ12 1DQ.

Hi! Female penpals wanted aged 15+. Good sense of humour essential. Must be a fun-loving, generally out-going person. I'm 17 and like going out and having fun. I also like sports and music such as Capella and Ace of Base etc. So if you want a good read, get scribbling to :- 20 Marmot Road, Hounslow, Middlesex, TW4-7PR. REply guaranteed.

Hello, I'm looking for a pen pal aged 11-13 male or female. I am a male, I like football and I support Man. Utd (Boo!-Biff) I will reply to all letters so write to Lewis Crouch, 17 Hextall Road, Evington, Leicester, LE56 AG.

Penpals wanted. Must be female and aged 12+ (I am 12). Write to John Wilson, 49 Mclelland Drive, Kilmarnock, Ayrshire, Scotland, KA1 1SG.

Penpal wanted. Must have Game Boy. Male or female aged 13+. Will swap Game Boy games, Snos games and PC games. Must like Guns 'n Roses, Nirvana or Cypress Hill - get scribbling to Martin, 43, Eastwood Ave. Stranraer, Scotland. DG9 8PR.

Are you looking for the right penpal this summer? Then join the penpal club, it's totally free. Just send your details and if possible send a photo and what type of penpal you are. You want male or female and age then I will match you up straight away. Don't forget your name and address with an SAE to:- Phillip Rodgeron, 24 Tinderley Grove, Almondbry, Huddersfield, HD5 8PE.

Male or female penpal wanted. Must like Guns and Roses, Vietnam, Consel games. Lives in Scotland and if possible goes to France a bit. Between 13-15. Send a photo to: Robert Urquhart, Faliskeour, Balfron Station, Glasgow, G63, 0QY.

13 year old boy seeks a penpal (Female) aged 13-15. Must like sport, music, but not Take That! Must like having a laugh/fun. Recent photo if possible, please write to Adam G, 13 Wordsworth Close, Winchester, Hants, SO22 5BY. 99.9% Reply!

Hi! to all good looking males aged 12-14. I'm looking for penpals who like anything. I support Manchester United (Boo!- Biff) and play the saxophone you don't have to be computer mad. Recent photo if possible please. 100% reply guaranteed to everyone. Write To: Laura Trace, 39, Borough Park Road, Paignton, S. Devon, TQ3 3T2.

Panpals wanted, male or female 13-16. I'm 15 and I'm into basketball, Hip Hop, Manga and going to the

cinema. If you are interested then start writing or get a frind to strt writing, I will reply to most people. Matthew Randy, 13 Holly Close, Pucklechurch, Bristol, BS17 3TD.

Hi! I'm looking for penpals aged 8-13, male or female. I'm 12, 100% reply who ever can be bothered to write! Angela K.M, 39 Golf Crescent, Hopeman, Moray, Scotland, IV30 2TE.

Hi! I'm looking for penpals aged 8-13, male or female. I'm 11, 100% reply! Get that pen to paper and start writing to me, Julieann.H.Sutherland, 17 Millfield Drive, Hopeman, Morayshire, Scotland, IV30, 2TN.

Come on! I only got one reply from my last ad. I want more penpals with any interests. Just put pen to paper and write about anything. Penpals 16+. Write to Lisa Woodcock, 35 Pennant, Llangefni, Anglesey, Gwynedd, LL77 7NR.

Penpals wanted, aged 16-17, female or male. Must like music and computers. Must have a nice or crazy sense of humour, photo if possible. Get writing now, to Hilary Marie Morgan, 36 City Rd, Walton, Liverpool, Merseyside, L4 5TE.

Male penpal wanted, aged 14+. Must like computers and music. 100% reply to all letters, photo if possible. Write to Julie Randell, 249 Olton Blvd West, Tyseley, Birmingham, B11 3JD.

Hi! I'm a 12 year old boy and I'm looking for a male or female penpal 11-14. Must be cheerful, exciting and like rock music, especially Guns'N'Roses and must enjoy playing with Gameboy. Write to F.J.L, 33 Campbell Drive, Bearsden, Scotland, G61 4NF.

11 year old girl looking for pen pals aged 10-12. I like chart music except for Take That. I like all sports and reading and I love pony trekking, I will reply to all letters. Kim Wong, 16, Alexandra Drive, Paisley, Scotland, PA2 9DS.

Male or female penpal wanted who is interested in American sit-coms, Twin Peaks, Football, going out, with friends and basically living life to the maximum. 14-16 year olds only. 100% reply. Willy St George, 30 North St George, 30 North Street, Pomeroy, Co.Tyrone, N.Ireland. BT70 2DG.

I'm a 16 year old girl from Poland, and I want penpals male or female. I like basketball, Game Boy and music. Write to Magda Krawczykiewicz. UL. M. Dabrowskiej 23160 01-903 Warszawa, Polska, Poland.

Pen-pal wanted, male or female, 14-16 yr olds who are interested in the TV series 'Twin Peaks' and going out to have a good time. NO Sega owners please and must own Game Boy. 100% reply. Barney McAteer, 58, Main Street, Pomeroy, Co.Tyrone, Northern Ireland. BT70 2QH.

Continued...



# Free Classified

15 year old boy looking for female penpal. Must have sense of humour. Ages between 14-16. Please include photo. Write to Andrew Cade, 8, London Road, Chatteris, Cambs, PE16 6AS.

## SALES & SWAPS

Game Boy for sale. 7 games which are Mario Land, F1 Race, Mickey Mouse, Tetris, Double Dragon, Mario Golf and World Soccer. Also AC adaptor and carry case, £150 ono. Sell games separate. Send replies to W.Davies, 65 Newington Way, Craven Arms, Shropshire, SY1 9PS.

For sale, Tetris and instruction booklet. Instruction booklet £1, Tetris £3.50. If you want the lot it's £4.00. Ring me on 0398 24017. Ask for James.

Super Nintendo accessories for sale: Action Replay £20, Mario All Stars (US) £15, US Converter by datel £15, Wings US Converter £10. Also GB Action replay £15. Phone for these great offers 0708 724736. Evenings only and ask for David.

Over 30 Game Boy excellent games for sale. Zelda, Super Mario 1,2+3, Mortal Kombat, Track Meet, Pitfighter, Castlevania, Prince Valiant, T2, Golf prices from £12 including P+P. Call David on 0708 724736.

Hi! I'm selling a NES with 12 games, two controllers and a light gun, all boxed and most with instructions. All for £100. I will swap for a SNES with two controllers and about 4 games. P.S. I'm desperate!

Walt Disney's, Song of the South on video, sell for £16, or swap for Garfield Game Boy game. Call 0285 657867.

For sale, issues 13, 18, 23, 24, 26, 27, 28. £5 the lot or £1.20 each. Call Chris on 0795 474941.

Ren and Stimpy, Duck Tales, WWF2 for sale from £8-£12 will swap for Premier Manager 2 on the PC. Will swap for any other PC game. Call Martin anytime on 0776 702951. Will also swap for SNES or other Game Boy games.

25 Game Boy games for sale. Games include Super Mario Land, Mario Tennis, Solomon's Club, Pinball Revenge of the Gator, DR Mario. £80 ono. Telephone 021 772 1254.

Game Boy game, Terminator 2, boxed with manual, to sell for £14 ono for details. Phone 021 772 1254. (Sparkbrook)

Sega Game Gear with AC adaptor and two games. Streets of Rage and Alien 3. Will sell for £65. Tel: 021 772 1254. I might consider swapping it for Game Boy games or a SNES.

Game Boy game for sale. Fortress of Fear; As new boxed with instructions. £10 ono. Call 0285 657867.

Games for sale: Star Trek Next Generation £15. Revenge of the Gator £12. Nemesis £10. Kwik £8. All boxed with instructions. Motorcross Maniacs £10. Solomon's Club £10. Qix £8. Phone 0204 862617.

Issues of GB Action for sale: 16, 19, 20, 25. Issue 26 wanted. Prices vary around £1.50 for both buying and selling. A light magnifier for sale £6. Also Super RC Pro Am for £14 without box but with instructions. Phone Richard on 0342 892377. Tuesday evenings only.

Selling Kung-Fu Master, Paper Boy 2, Prince of Persia and Rainbow Island 2, Bugs Bunny 1 or will swap. Also got loads of other decent games. Phone 0372 372066.

Game Boy games for sale! £15 each. If buying more than one then £10 each. They include:- Zelda, Zool, Kirby's Pinball, Jurassic Park, Robin Hood, Speedball 2, Top Rank Tennis, Raging Fighter, Mortal Kombat, Nigel Mansell's Championship, Populous and Alien 3. All games are boxed with instructions. They're all as new! If interested write to:- 69 Woodlins Road, Shirley, Solihull, W.Midlands, B90 2RP. Also Game Gear games for sale: Super Kick Off, Wonderboy, Super Monaco, G-Loc, Streets of Rage and Columns. All £5 each. Hurry! Get them for Christmas!!!! Yeah!

Magazine for sale. Games Master issues 1-3, £1.50 each. Issues 4-8, £1 each. Issues 9 and 11 50p Each. Mean Machines Sega, issues 13-19, 75p Each. Please send a large stamped addressed SAE about 9.5 by 12 inches and correct money in coins to:- Michael Davis, 9, Bailitts Close, Axbridge, Somerset, B526 2AZ

Sega Master System for sale with Ghouls and Ghosts and Galazy Force for £40, with all leads still in box, had it for two months and still in great condition with all instructions or will sell parts separately. Edward Aobettor, 77 Taybridge Road, London, SW11 5PX.

Game Gear for sale with 10 games. Games inc. Sonic 1+2, Kick Off, Sensible Soccer, Mickey Mouse, Shinobi. Sell for £175 ono. Send offers with phone number to:- Willy Cheung, 15, Gorsey Way, Ashton-Under-Lyne, Lancs, OL6 9HT.

Zelda and Kirby's Pinball £12, mint condition, boxed with instructions. Turtles and T2 arcade £5 each. No box or instructions. Loads Snes games for sale. Include. SF2 Turbo £30, Ring 0253 760540.

For sale, Dark Side, issues 23-33 £15 (Including special). Edge issue 1 and Games World issue 1, £10 (Inc. free book) or swap for a good conditioned Game Boy with Tetris, write to William St George, 30 North Street, Pomeroy, Co. Tyrone, N.Ireland. BT70 2DG.

For sale, Jurassic Park, Alfreed Chicken and Empire Strikes back for

GB £15 each or £40 the lot. Must live in Edinburgh. Phone 031 334 6764 and ask for Paul.

For Sale: Amstrad 6128 with joystick, 15 games and disk holder. Games include Street Fighter and a lead for a tape drive, £50 ono. Also for sale: Streets of Rage for Mega Drive, £18. Phone 09880 862577 after 6p.m.

Wow! Even more new releases from Seylen Solutions - The Dr Franken 2 Solution is out now as well as The Wario Land: Super Mario 3 land guide and also the Final Fantasy Adventure/ Mystic Quest solution, DrFranken Solution, The Action Replay Codehunter's Guide and of course the Zelda solution and the Zelda Action Replay codes are still available, only £2 each, make cheques/postal orders payable to Andrew Ferenbach and send a SAE as well. Write to Andrew Ferenbach, Seylen Solutions, 38 Baberton Avenue, Juniper Green, Edinburgh, EH14 5DR. Or phone 031 4533453 evenings for specific help with some games.

For Sale: Zelda, Double Dragon, Gargoyles Quest, £10 each. Magnifier Light, £6, also may swap any of the above things for games over 80% Or gameboy accessories such as Game Genie or Handy Boy etc. Wanted Multi game cartridge, Tel: 0275 464373.

For Sale: Issues 7-23 of GB Action. All in excellent condition. £17 the lot. Tel: 0482 876531.

Gameboy, 23 games, Pang, Alien, 20LL, Crash Dummies, Mortal Kombat, Probotector, Road Rash, Super MarioLand, and many more. Game booster, hard soft carry cases, power pack adapter with built in Speaker. 2 Adaptors, light, worth £550, sell £305. Phone Gavin on 081 558 7248.

Tiny Toons 2 for sale, box instructions for only £12. Also Streetfighter 2 for the SNES, no box but with instructions, for £8, phone after 6pm and ask for Richard.

For sale: Duck Tales £15, Solomon's Club £10, Tiny Toons £15. Also will swap my Mortal Kombat for Kirby's Dream Land or Cool Spot. Phone 0462 712302 and ask for Sam.

Hi! Anybody wants Home Alone 2 for the GB for £15.99. Please phone Dundee 0382 580095.

Game Boy games for sale, Wario Land £13, Tiny Toons £10, Kid Icarus £10, Megaman 2, £10, Felix the Cat, £8, Star Wars £8, Super Hunchback, £8. Tel: 0254 774799

Game Boy for sale. Includes Mortal Kombat, Super Mario Land 2, Zelda and Pit-Fighter. Also five issues 21-25 of GB Action. Sell for £75 ono. Swap for SNES and one game. Phone 0795 533410.

Master System 2 for sale with Sonic The Hedgehog, chess game and

carry case. Phone David on 0904 414157. Between 6pm and 8.30pm

For Sale, Mortal Kombat £14, T2 the arcade game £10, T2 Judgement Day £10 on GB. Also selection of tapes phone 0360 85 378 for details and ask for Robert.

For sale: Game gear, hardly used, new adaptor, 4 games, two player link cable. £130 ono. Call 0797 364353 after 3pm

Games for sale or swaps: RC Pro Am £12, Mortal Kombat £14, Race Drivin' £12, WWF £10, Tetris £5, Fortress Of Fear £7. Wanted: Bases Loaded, Wario, Kirby's, Zool, Motorcross, Maniacs, Sensible Soccer, World Cup USA '94, Pinball Dreams, Phone 0673 861424.

Gameboy, 11 games, magnifier and good carrycase. Games include Duck Tales, Spiderman, Gremlins 2, Double Dragon 2, Super Mario World, Blades of Steel, World Cup, Bugs Bunny, Paperboy, Ultra Golf and Tetris worth £500. Will sell for £210 ono. All boxed with instructions. Double Dragon is at games exchange. Call 081 467 5238.

You'll never be stuck on any GB game ever again because now you can get the cheat sheets. For only 20p you can have hundreds of cheats on three sheets. No need for cheques, just send cash. Write to: 20 Braganza Athy Road, Carlow, Ireland.

SNES games for sale! NBA Jam for £35, Flashback for £30, BOB £38, Super Soccer for £15. Also some magazines: GB Action No.14, 23, 24 and 26, £1 each. Also Monkey Island 1 for the PC for £10. Buyers must collect or make deal for this excellent sale. Call Ahmed Razali on 081 202 2136. Now!

Yo! You! Free Game Genie. Well not exactly but this is an offer you cannot miss. Game Genie for sale at £15, yes, £15. Boxed as new. interested? Phone 0252 620314 and ask for Oliver. You'll be crazy to miss this offer!

Amiga 600, Mouse, two joysticks 20 games includes, Mortal Kombat and Syndicate £150. Tel: 021 502 1976.

For sale, Casio SA20 Keyboard with free book and Super Play Gold £25. NMS mags no's 1,2,3,6,7,8,9,10, £10. With free Max Overload mag. Ring 0868 759622.

For sale: Yamaha portasound PSS 480, with 100 voices and styles, digital synthesizer, midi, custom drummer, parameter change, song memory, digital display, auto accompaniment, rhythm control, percussion, different effects and lots more. Was £150, sell for £100. Ring Horsham 0403 252927. Buyer collects.

I will sell my Commodore 64 with 19 games for 40-50 pounds or swap for a Mega CD2 or Snes. Please phone 0409 253758, and ask for Richard, anytime between 10:00am and 8:00pm. Please hurry!

Cheats, cheats and more cheats, over 200 cheats for Action Replay's, Game Genie and loads of hints and tips. Send just 70p this p+p and name the format, Game Boy, Snes or Megadrive to. C. Gwens, 43, Mingay Road, Thetford, Norfolk, IP24 3JJ.

For sale issues 14,15,16,17,18,19,22,23,24,25,26,27, 28,29 of GB Action. £1 each, this includes p+p. slo Gamemaster issues for sale, 1,2,4, and 12. £1.25 each includes p+p. Send money to C.Gwens, 43 Mingay Road, Thetford, Norfolk, IP24 3JJ.

For Sale: Mortal Kombat, Race Drivin', Mario Golf, RC Pro Am, Mario Land 1. All £12 each. Will swap for USA '94. Sensible Soccer, Mario Tennis, Zool, Battletoads, Motorcross Maniacs or Days of Thunder or buy £8. Phone Gavin on 0673 861424.

Amiga 500. For sale includes dust cover, 60+ magazines and 2 joysticks, 1 mouse and 180+ games all for £250. Write to: 30 Saltash Close, Brookvale, Runcorn, Cheshire. WA7 6AG.

Mario 2 for sale £18 to £20, or swap for Best Of The Best, Wario Land, Zelda, Mega Man 3, Super Pro Am or WWF2. Others considered. call 061 747 4696. Ask for Mike.

For sale, Speedy Gonzales, Addams Family and Hook all £15 or swap for Zelda. Ring 0238 541716. Ask for Conor, don't delay!

For Sale, Game Boy with 17 games, adaptor and carry case worth £460 will sell for £300 ono. Games include Zelda SM1 and 2, Jurassic Park and DR Franken. Most games unboxed with instructions. Some with boxes some without instructions. Phone Weekdays, 6pm to 8pm ask for Sam. Preferably live near Oxford. 0865 511963

## CLUBS/MAGS

Join the best Game Boy club for £1.50 a year. You will receive tips, REviews, and more. Just send a cheque or PO to Games Club, and send them to:- Games Club, 23, Barley Hills, Thorley, Bishops Stortford, Herts, CM23 4DS.

The great new mad cheater pro is still available with over 30 cheats in issue one, this is a bargain at 40p. Just send two 20p coins, a second class stamp, and your address to, Cheater Pro, 18 Roselea Ave, Welton, Lincoln, LN2 3RT.

Would you like a copy of 'Wham' the ultimate mini mag. It has puzzles, cartoons, comps, reviews and more. The first issue is free. Just send a SAE (A5 size) to L.Tonner, 58, Scott Drive, Cumbernauld, Scotland G67 4LD. Hurry up! Limited edition.

The latest and best GB mag is here it includes 21 pages with 6 reviews, loads of cheats for the Action



# ied Adverts

Replay cart, Game Genie and loads of hints and tips plus a way of making your games harder. Also find out the flops on the GB, also win a Game Boy game plus lots more. Just send 50p and your name and address to C. Ewens, 43 Mingay Rd, Thetford, Norfolk IP24 3JJ.

Game Boy owners! Join the Games Club, bi-monthly issues containing reviews, new games cheats and more for only £1.50 per year. Send cheque or postal order payable to Games Club 23, Barley Hills, Thorley, Bishops Stortford, Herts, CM23 4BS.

Join the Mega Cheat club for only £7.50, and you'll receive free membership for a year, a card and a monthly newsbook. For further information and an application form, send an S.A.E. to Malcolm Williams, Seafield of Raigmore, Inverness, Scotland, IV1 2PA.

## PERSONAL

To the brats known as Laurie and Lloyd - Your CD32 is crap and my Game Boy is ace. "Love" from Jabba.

Ireland 1 Italy 0, good luck for the rest of the cup Jack. (A bit late this. Oh well, unlucky Ireland. - Biff)

Good evening Mr Murphy, how are you? I expect you'll be just fine! Come and see me some time you old knocker! We could get together sometime surely! Couldn't we? Ha ha ha ha ha!

Are there any other fans of the Manic Street Preachers in the entire world? I feel like I'm all by myself! Send me some pictures of them and stuff like that to cheer me up. Please!! Send them to:- Biff, GB Action, Europa House, Adlington Park, Macclesfield, SK10 4NP.

## WANTED

Help, I want your Commodore 64, with 15 or more games for my Master System boxed with two games including Moonwalker. If interested, phone Leigh on 0452-61738. Must be in Gloucester area.

I'm looking for a Nintendo game and watch LCD game called 'Popeye' which was on sale around 7 years ago. It was green in colour and you could open the top. Preferably with box but doesn't matter. Phone 0868 759622.

Wanted! Super Mario Land 1. Will pay up to £15. Ring me Lee on 0782 272471.

Wanted! I need the Legend of Zelda, part 1 of the complete map from issue 2. If you do have it please could you send it to 53 London Road, Horsham, West Sussex, RH12 1AN.

Wanted: Broken SNES control pad - the one packaged with the SNES. Any condition, give me a call and quote a price, not too expensive. Ask for John G, on 0453 890629.

Wanted urgently, Dyna-Blaster for GB, must have instructions and box. Will pay £5-£10 for it. You must live in same area. Phone 0775 761585. You must be within half an hour drive from Spalding. I will collect. Phone after 7pm.

Wanted. Beverley Hills 90210, from the pilot episode onwards. Preferably, the first series until the latest. Will pay up to £2.50 for each tape. Call William St George on 0868 759622.

Does anyone out there (Anywhere in the world) have a copy of the rare Wally Disney film 'The Black Cauldron' on video (VHS - Pal System only)? If so then call Chris on 0244 812514.

Wanted. Mortal Kombat for Game Boy. Will pay not over £10 for it, or swap for Robocop plus money. Must have case for game. Phone Glen on 0904 798410 and ask for Glen. Must be able to bring game here.

Wanted. Does anyone out there not need the second part of EGM's guide to Mortal Kombat two? No? Then please send it to: Damien Nolan, 14 Kevin Barry Road, Rathwilly, Co. Carlow, Eire. I will pay £1 for it. Thanks!

Wanted 4 in 1 fun pak 1 or 2, The Humans, Batman, Pinball Dreams, Empire Strikes Back, Kirby's Pinball, Mortal Kombat, Motorcross Maniacs, Battle of Olympus. Also or just the instructions only. Please include boxes and instructions. Phone Richard on 0342 892377.

Wanted. Asterix, J-Book, Speedy Gonzales, Hunchback, Mario and Wario Land, Zool, Mario Tennis, World Cup '94, Zelda and Alfred Chicken. Will pay reasonable prices for these. Tel. Kevin on 0920 877341.

Help! Has anybody got any cheats or tips for Puggley's scavenger hunt, Super Mario 1 or Track Meet for the Game Boy. Please Hurry, I am desperate, write to Sarah, 56, Wellington Way, Salisbury, Wiltshire, SP2 9BX!

Amiga Hand Scanner required. 0323 833022, Sunday or Monday after 6.30pm.

Wanted: Super Mario Land for the Game Boy, must have box and instructions. I will pay £6. Phone Richard. Tel: 081 657 1778. Oh! by the way, Richard McFarlane who catches the 154 is right 'ard!

Wanted: Sensible Soccer, Gremlins 2 for the GB and a copy of Adidas Football for Spectrum. A map for Level 5 of Navy Seals too! Will swap Parasol Stars and Robocop and Microprose Soccer, or will buy Adidas. Must be boxed with instructions. Midlands area only!

Call 0926 831780.

Tennis racket wanted, I will swap 2 Game Boy games for it, but only if it has a case. Write to Lee, 34 West Haye Road, Hayling Island, Hants, PO11 9RN.

Sam is 7 and his mum is 36, we are stuck on Zelda. We have one instrument after about 3 months. Please can anyone help. Tips guide and for Jurassic Park! Thanks, please write to 5, Wellington Road, Ealing, London, W5 4UT.

Has anyone out there got a Sinclair ZX power supply, in full working order? I will pay five pounds maximum to :- Chris Hindly, 78 Wepre Park, Connah's Way, Clwyd, CH5 4HN.

Wanted: Any good Game Boy games apart from Tetris will pay between 5-10 pounds per game. Please phone 0980 842798.

Wanted: Best Of The Best, Lemmings or Wario Land. Swap for my Super Hunchback (91%). I especially want Wario Land so get on the phone to Adam on 0606 593124.

Wanted. GB Action issues 1-20. Will pay £1 for each but you must pay postage. Write to Christopher Talbot, 59 Selcombe Way, Hawkesley, Birmingham, B38 9RJ.

Wanted, Best Of The Best. I will pay up to £5.00. Please hurry if interested. Please phone Dave after 4pm. on 071 244 9752. Box and instructions not essential just the game and a plastic case.

Wanted: Help on Game Boy game: Final Fantasy 2. Mega Drive game: Sword Of Hope. I have Snes R.P.G.'s for sale also and one GB R.P.G. Ask for Ann on 021.360 5015. Thanks bye!

Wanted : GB Action mags 1-10 will pay £20 for all or £1.50 each must be in good condition, no rips or stains. Phone Marlon on 0865 247506.

Wanted: Kirby's Dream Land,

Wario Land, Speedy Gonzales and Jungle Book for £14. Phone 0673 861424. Gavin, after 4pm.

Wanted. GB Action issue 16 Sept '93 or players guide to Spiderman 2. I will pay well for! Either contact me on 081 500 8001 or at 3 View Close, Chigwell, Essex.

Wanted. The following games for G-Boy. Asterix, Looney Tunes, Speedy Gonzales, Super Hunchback, Mario Land, Zool, Lamborghini, F-1 Pole Position, JC's Tennis £10 each. Jungle Book, Wario Land, Mortal Kombat, Alfred Chicken, Zelda, Kirby's Pinball £12 each =USA '94 £14. Phone Kev on 0920 877341.

Games for the Game Boy wanted urgently. I will be prepared to pay fair prices for your unwanted carts. Especially interested in Super Mario Land 2 or 3, Alfred Chicken, Chessmaster, Zool, Mortal Kombat, Boxle, Lemmings, Prince Of Persia, etc. They must have plastic case and instruction booklet. So, please send a list of your games with prices to : H Savva, 140 Evelyn Ct., Amhurst Rd, London, E8 2BH. All offers will be carefully considered.

Wanted : Final Fantasy Adventure (Mystic Quest) or Final Fantasy Legend 2 or 3 for a battery pack + PSU, Star Wars, The Empire Strikes Back, Pinball Dreams, Dr Franken, Turn & Burn, Tetris or Brainbender. Maybe 2 for 1. Please! Please! Please! Phone 0203 302043.

Wanted: One Megadrive power pack, must be working, will pay £10. Please call 0737 242457 ask for Peter. I will swap for my Tetris.

Wanted: Monopoly for Game Boy will pay top price or swap. Ask for Darren, 061 761 6123 anytime!

Wanted all decent games to swap for one of my six games or to buy for £10. Also sell mine for any sensible offers. Phone Gavin on 0673 861424.

Wanted - The Final Fantasy Legend! Instruction book. Not Final Fantasy Adventure. I'll pay up to £5. Please! I'll even throw in a light

magnifier. I just need a copy! Please phone 0203 302043

Wanted: GB games. I will pay £5 for Ultima The Runes Of Virtue or £6 if boxed with instructions. Also wanted, any GB games apart from Tetris. I will pay £2-£5 for each game. Doesn't need instructions or box. Game Boy carry case is also wanted for £3. Each sender will receive a free issue of GB Smash. Send games/offers to : JB, 3 Kingfisher Close, Farndon, Chester, CH3 6RE. Now!

I want your old/unwanted computer games - any console. Just send your games to me and I will send you selected items or cash equal to the full value of your game. I your game was worth £10, I would send you a gold chain, a wallet, some cash and some lottery tickets. Write to Ian Jones, 10 Stoneleigh Ave, Sale, Cheshire M33 5FF

Help! I'm a desperate girl in need of Tiny Toons 1 or 2, Alfred Chicken, Fidgets, Wario Land, Mario and Yoshi, Adventure Island 1or 2. Please hurry, I'm really desperate! 0490 420587.

## MISCELLANEOUS

The Zelda guide is still available at £2 and the Action Replay codes for £1, make cheques and Postal orders payable to Michael Ramyar send to Pentland View House, Lothianburn, Midlothian, EH10 7DZ.

Why not send an SAE and we will fit it full of of GB offers. Yes! Comps, quizzes, an exclusive poster. It's free! First 5 have a Nintendo gift aswell! Send to: JB, 3 Kingfisher Close, Farndon, Chester, CH3 6RG

Great news for everybody out there. I have a 4 year old BMX Raleigh bike in mega condition. I am willing to sell it for £35 + Zelda for the Gameboy ONO. Phone Lee on 0709 878624.

Cheat books and tips, please phone 0295 272836 for list of most games on all formats except Atari. Written by experienced games players.

PHOTOCOPIES ARE ACCEPTED. Please include this advert in the next available issue of GB Action


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**FREE!**

Please make sure your phone number is clear, and include all your digits



# PURE GAME BOY EXCITEMENT

# NEXT MONTH

There's gonna be more Game Boy-related stuff packed into next month's issue than you can shake a big fat fish at. So buy it, cos it'll be the best thing since cress

The Autumn rush picks up pace with more and more releases in the offing. As usual GB Action will be at the fore with all the latest releases getting coverage, including: Lemmings 2, Bomberman 2, Jungle Strike, Desert Strike, Tox 2, Probotector 2, Tiny Toons Adventures Wacky Sports. Plus...

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## REVIEWS

## FEATURES

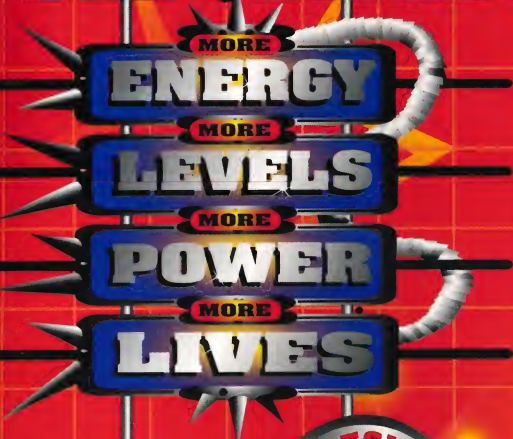
## PREVIEWS

As if this wasn't enough, we'll also bring you the usual features, some top tips and cheats and we'll continue Wario's journey in the next part of our in-depth guide



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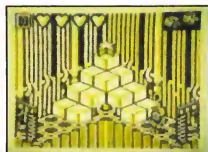
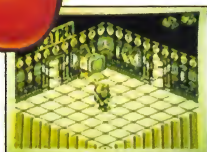
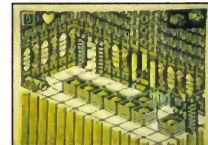
you'll never REACH THE END

# MONSTER MAX

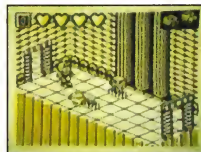
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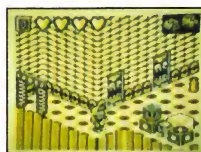
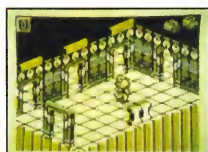


**96%**  
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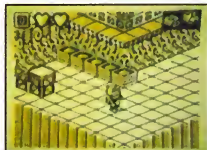
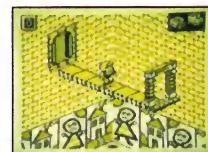


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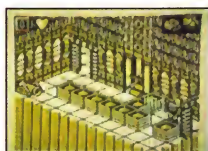


"simply the  
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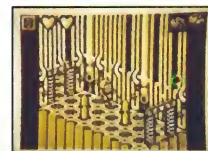


**630**  
ROOMS  
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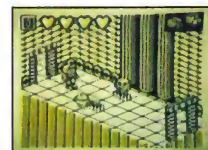
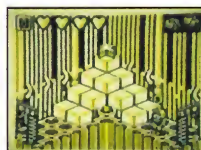
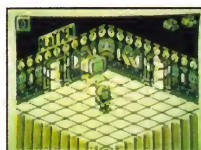
"the most  
impressive  
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- GB Action



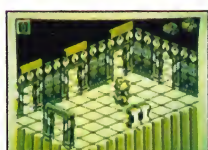
**94%**  
GB Action



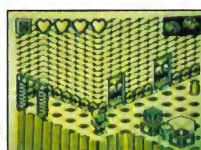
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